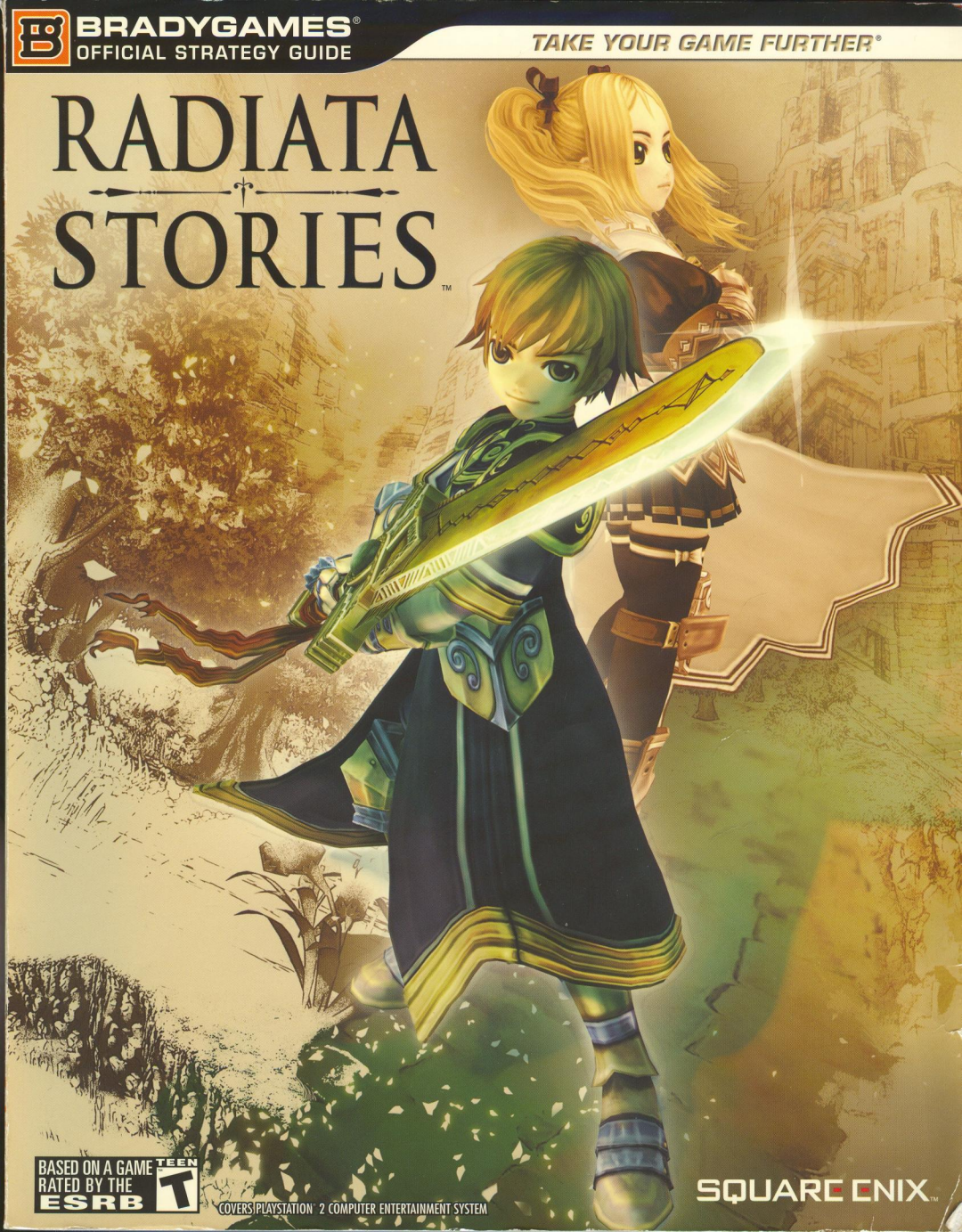
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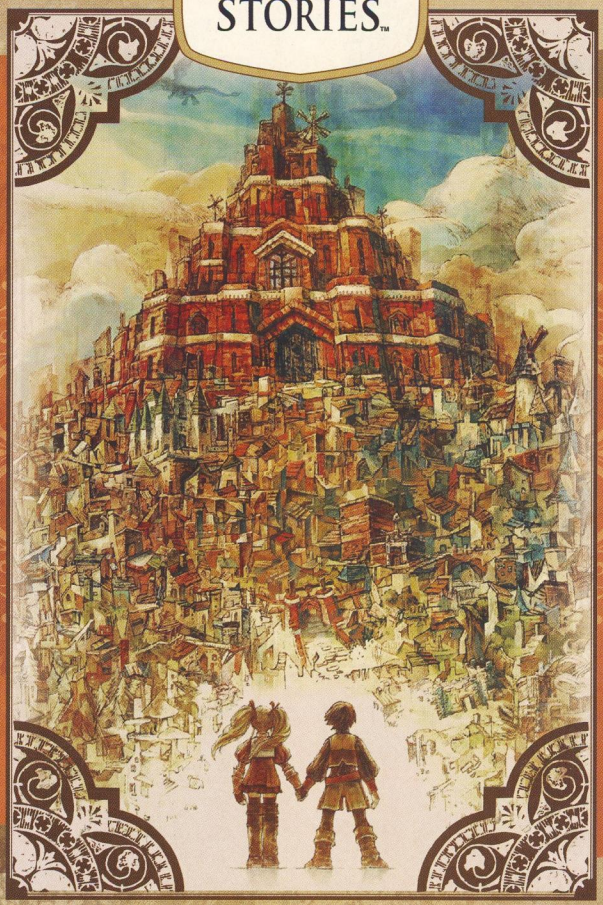


BASED ON A GAME RATED BY THE ESRB T TEEN

COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

SQUARE ENIX™

RADIATA STORIES™



OFFICIAL STRATEGY GUIDE

by David Cassady, Greg Sepelak, and Matt Berner

RADIATA STORIES™

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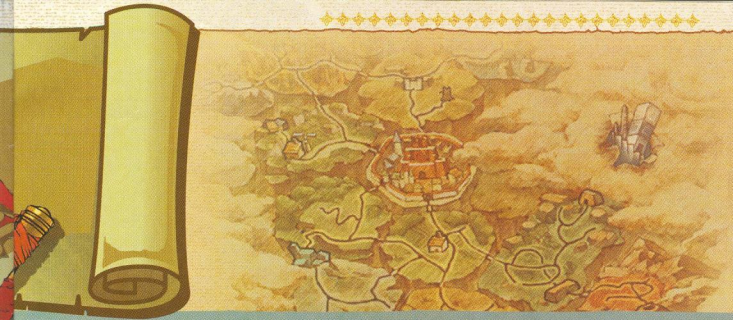
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PREPARING FOR ADVENTURE





Welcome to the world of Tottaus, a land separated by deep chasms. The large regional islands these rifts create are populated by humans, elves, dwarves, goblins, orcs, and legendary dragons. Jack Russell, son of a legendary knight, takes his father's sword and heads to Radiata Castle to find his destiny. But when the fragile peace between the humans and fairy creatures threatens to shatter...where exactly does Jack's destiny lie?

Radiata Stories combines level-based, traditional RPG-style character building with frantic arcade-style action. Build an army of computer-controlled allies with varying skills to accompany you, learn combat tactics to bring out their fullest potential, become a master of different weapon types, and solve the riddles of the world. A clever mind and quick fingers are required to get you through the trials ahead.

EXPLORING

Move Jack around with the Left Analog Stick—a light push sets him on a casual stroll, a full press sends him running. Use the ○ button to open doors, read signs, and talk to people. Talking is very important; you should talk to everyone you meet, even if you saw the person in another location not too long ago. What a character says to you may change based on the time of day, the location, what you've done so far...even your experience level. Keep talking, and people open up to you, asking favors or even offering them! An uncooperative character might become friendly simply with the passage of time, or if you've talked to the right people—you want as many friends as you can get! (See "Team Combat Techniques" for more on friends.) Use ✕ to advance the conversation and confirm choices. Pressing ○ also cancels choices or takes you out of menus.



Keep talking to everyone you meet, even the brusque ones you don't like, as new opportunities open up all the time!



Kicking objects is the only way to find items. Just be careful you don't accidentally kick a passerby!

Rifling through other people's stuff is an RPG convention, but Jack goes about it a little differently. To get the items hidden within or under objects, press the ✕ button to give them a good swift kick. Kicking opens up treasure chests, drawers, cabinets, and also dislodges items from shelves, under chairs and tables, from sacks, out from under rocks, and so on. Basically, if it's within the range of Jack's foot, he can kick it to check for items.



Call up the Menu Screen with the △ button. You can do this at almost any time.



STATUS

Pick the character you wish to look at, and then move the quill pen cursor around, pressing the ✕ button for a more in-depth explanation of each entry. From here, you can change Jack's current Skill, his weapon and armor, his attack list, check his available Commands, and more. Any other characters in your party have set Skills and equipment, so while you can look, you can't make any changes to them.

ITEMS

Look through and use any items in your possession. Press L or R to change the item menu to the "Important" story items and back. Press the ● button when highlighting any item for a more in-depth description of it. The SELECT button automatically organizes your items by type.



Use the side-tabs on the Items menu to check your inventory by item-type rather than as a huge list of everything. This makes finding what you want a lot quicker.

LINKS

Once Jack learns the Link ability, assign new Links to the D-pad for use in battle here. You can also change around your party's position within the Links. See "Team Combat Techniques" for more on using Links in battle.

FRIENDS

This provides a complete listing of all of the Friends Jack has made. Enjoy the background info, plus a look at some folks without their helmets on!



Keep track of your pals here. Doesn't it feel good to know you've got a lot of friends?

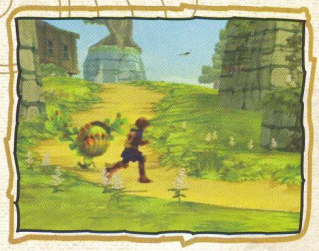
SETTINGS

Tweak screen settings, battle camera, audio, and controller vibration to your liking here.

LOAD

Load up a saved game file. However, you can't load a game in the middle of battle, only when out walking the field.

GETTING INTO TROUBLE





If the enemy hits Jack from behind on the field, the entire party starts the battle Confused! Always face foes in the field!

As Jack wanders the world, he's accosted by villains and ravenous beasts. When Jack comes into contact with an opponent, he's thrust into battle. If he's quick and sneaky, Jack can get by enemies without fighting them. Not every creature out there actively tries to harm Jack. Some weaker and tamer animals simply wander the path—encountering them does nothing except block forward progress. All it takes is a swift kick to prod such animals into combat.

Animals aren't the only ones Jack can kick into a fight. Most of the people he meets get mighty displeased after two swift boots to the shins, starting a fight. However, Jack must handle these fights by himself; the other members of the party won't play backup. Some townsfolk have nasty surprises in store, summoning others to gang up on Jack! Don't worry if Jack loses the fight. These contests don't end with "Game Over." However, Jack ends up with only 1 HP, so he must heal up right away. If Jack wins the duel, he gains some experience and often an item, and he can't challenge the same person again until the next day (once the clock turns past midnight).



This is what Jack gets for kicking innocent women and children: a horde of guardsmen. Some characters call on others rather than fight Jack solo!

SAVING AND SLEEPING

Watch for the glowing flags that represent Save Points, which are very valuable locations. These are the only places that allow you to save your progress! It's a good idea to keep several different save files set at different points in the game, just in case.

Save Points come in two varieties:

Red: Found over beds, these semi-permanent locations allow saving and sleeping, restoring the party's HP and curing ailments. Jack always wakes up from sleeping at 7:00 a.m., even if he goes to bed at 6:00 a.m. Be careful though, as sleeping causes some story events to happen much sooner.



Blue: These Save Points appear only during specific missions, and don't allow sleeping. Take advantage of them, because they're often the only saving option until the mission ends.







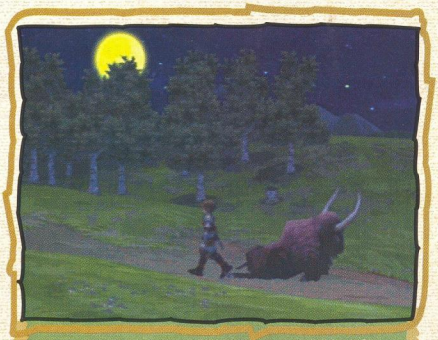
Kind soul Miranda heals any wounds, and no payment is necessary—even if Jack has dueled her! Seek her out anytime Jack needs to mend.

Sleeping isn't Jack's only option for restoring HP without using Items. During certain missions, glowing blue circles appear in particular areas. All Jack must do is walk into the circle to restore his HP and cure all afflictions. These circles do not go away until the end of the mission, so take advantage of them! Hang around the area and level up the party, returning to the circle after each battle.

Stopwatch

The clock doesn't **always** go forward. Time stands still in battles, during storyline sequences, while you're looking through your sub-menus and maps, while you're shopping, and of course when you Pause the game by pressing START. Also, at certain points in the game, the clock stops even when you have full control of Jack.

The time of day has an effect on more than just townsfolk. Some beasts in the field (commonly the larger, above-ground variety, like Bubus and Twin Horns) curl up and doze when the sun goes down. If some nasty animals have kept you from reaching your destination, come back once it gets dark and slip by them while they're asleep. Just don't accidentally boot them awake! Also, at 12:00 midnight, all the common opponents you've cleared out return to their normal stomping grounds.



Let sleeping beasts lie, and you can pass by them without incident.

DAY AND NIGHT

Time plays an important part in *Radiata Stories*. As you play, day becomes night, eventually turning back to day again. One in-game hour equates to roughly one minute of real time, making a 24-hour in-game day pass in approximately 24 minutes of real time. Every character in the game has his or her personal daily schedule: taking classes, having dinner, minding their stores, heading off to bed. That guy in the pub you talked to an hour ago might not be there when you return. Shopkeepers might not lock their doors but if they're not at their counters, you can't go shopping. Check the clock by pressing the [B] Button.



Even a swift kick won't wake Thanos from his nightly slumber. Come back later to continue your business with him when he's conscious.

Time also plays an important role in story progression. The story moves forward with a mix of event-based accomplishments and the simple advancement of the game clock. After achieving certain goals, you're given a story sequence or put into a specific mission that limits where you can go in the world after a certain number of hours. If you're not careful, these events can cause you to miss opportunities to gain items or make new friends! There are also "free times" in which you have carte blanche to do as you please for as long as you wish as long as you *do not* finish a specific task. This guide points out these times and the triggers that end them, so take advantage of your free time whenever possible!



Jack can save a lot of travel time thanks to the pig-shaped statues. After a certain point in the story, they allow him to warp instantly to any other statue that he has already passed!

COMBAT BASICS

Battles take place in an enclosed arena with arcade-style controls. Move Jack with the Left Analog Stick, avoiding attacks and directing him toward your foes. Rotate the camera clockwise around Jack with the R2 button, counter-clockwise with the L2 button. You can make the game camera automatically change in the Options menu.

Watch for a spinning yellow circle beneath the enemy Jack is facing—that shows his focus, the enemy he moves toward and attacks when the ● button is pressed. If you press the ● button without using the Left Analog Stick, Jack automatically starts running to the targeted foe. Keep pressing the attack button to make Jack continue swinging. You can change Jack's focus simply by turning to face another enemy for a moment. If you want to focus on a particular foe, press L1 to turn the target circle red, locking Jack (and the camera) to the selected enemy until you unlock it by pressing L1 again, or the enemy expires.





Jack's focus won't change unless he actually faces another enemy for a second. So, if Jack turns around and there's no enemy there, his focus remains on the enemy behind him!

DODGE, PARRY, THRUST!



Time Jack's Parry correctly, and his attack automatically knocks back his target! Be careful, as some enemies can Parry Jack's attacks!

The ✕ button should see a lot of use in battle. A quick double-tap of the button makes Jack take a quick hop backward, handily dodging most (but not all) attacks. Keep pressing to keep dancing, but remember that this puts Jack further and further from his target.

Press and hold the ✕ button to make Jack assume a defensive posture with his weapon. While he still takes damage from frontal attacks, the damage is reduced and Jack gets a chance to Parry the attack. After the enemy attack connects, watch for a blue flash. Release ✕ and quickly hit ● or ■ to launch a Counterblow. If you time it correctly, a bigger flash appears and the enemies hit by your Counterblow are knocked backward. The distance the enemy is pushed back hinges on the vulnerability of the blocked attack.



Some enemies can latch onto Jack and leech away HP. These attacks ignore his guard, so be wary! Rock the Left Analog Stick quickly to shake them loose!

WHAT AILS YOU

Nine different afflictions can be used in battle, both against your party and the enemy. Getting hit with an affliction can really put a crimp in the battle, leaving you vulnerable to attacks and limiting your battle options.

Poison: HP drains away steadily in small increments. Can be removed only with a Cure Drop. Persists outside of battle.



Paralysis: Move at half speed. Lasts 15 seconds, or remove with Cure Needle. Persists outside of battle.



Blind: Impaired vision, attacks miss more often. Evasion and Luck at 0. Lasts 30 seconds, or remove with Eye Drops. Persists outside of battle.



Bind: Cannot move. Rock Left Analog Stick to break free more quickly. Lasts 20 seconds or remove with Bell Amulet.



Freeze: Cannot do anything. Rock Left Analog Stick to break free more quickly. Lasts 30 seconds or remove with Heating Tablet.



Blaze: Steady Fire damage, character occasionally jumps into the air out of control. Cannot Parry. Rock Left Analog Stick to extinguish the fire faster. Lasts 15 seconds or remove with Cooling Spray.



Confuse: Run in random directions, may attack allies. Cannot use items. Lasts 20 seconds, or remove with Mint Drop. May also be removed by a physical blow.



Curse: Unable to attack. Lasts 15 seconds or remove with Holy Water. Persists outside of battle.



Petrify: Cannot do anything. Rock Left Analog Stick to break free more quickly. Lasts 30 seconds, or remove with Flexibility Lotion.



Afflictions are not automatically applied to the target. The abilities of the attacker, the target, and even random chance come into play.

AFFLICTION SUCCESS CALCULATION

Attack's Affliction Power x 0~100 (randomized)
+
Attacker's Luck ÷ 8
–
Target's Evasion

If the final number is greater than 90, the affliction hits. But even then, the target's resistance to each affliction comes into play! All characters are rated A~D against all afflictions: D is no resistance, C is 50% resistance, B is 75% resistance, and A means total immunity, making the above calculation moot.

INSTANT-KILLS

There is one more "affliction" against which all characters are rated: the instant-kill effect that certain very rare weapons possess, which reduces the target's HP to 0 with a single blow. The success of instant-kill blows is calculated differently from other afflictions.

INSTANT-KILL CALCULATION

Attacker's Strength w/ Weapon ÷ 200
+
0~100 (randomized)
+
Attacker's Luck ÷ 8
-
(Target's Evasion ÷ 10) + (Target's Luck ÷ 20)

If the calculation produces a value greater than 100, the killing blow is a success...until the target's resistance to instant-kill attacks is brought into play, which is rated like any other affliction resistance.

USING ITEMS

There are two different ways to use Items in battle. Pressing the △ button brings up the Menu screen, letting you access your Items as normal, just as when walking around in the field. Also, the L1 button brings up a menu with your usable Items. After a certain point in the game, you will have to tap L1 twice to bring up the Item menu. Neither can be done while Jack is in the middle of an action, however, so be very careful to avoid button-mashing your way through battles.



● brings up a Quick Menu, letting you get to your goods more quickly.

Unlike when using Items in the field, their effects are not instantaneous in battle. Jack tosses the item to its intended target, which can cause a delay before it takes effect. This can be especially dangerous when healing low-HP teammates on the other side of the arena, as the item might not reach the target in time if he or she is being pummeled relentlessly! Also, if the battle is almost over, it's better to hold off on using an Item until you're back in the field; if the last enemy falls before the Item hits its target, it vanishes and is lost forever without taking effect.

Run Away!



Flee Balls are the only way to escape from active combat without defeating your opponents. Thankfully, they are dirt cheap, so buying in bulk is easy. Plus, there are plenty of them to be found for free by kicking objects. Unfortunately, like any item used in battle, there's a slight pause before the Flee Ball takes effect, leaving Jack vulnerable to attack. Get him far away from his tormentors before tossing out a Flee Ball. And of course, Flee Balls might not work against enemies much stronger than you, and they definitely don't work in boss fights!

CHOOSE YOUR WEAPON

Jack starts the game wielding a one-handed sword, but that's not his only option when it comes to weapon types. There are four different types Jack can use, each with its own strengths and weaknesses. Jack can change his weapon in both field and battle.

One-Handed Swords: These achieve a good balance of power, speed, and range.

Two-Handed Swords: These offer increased power and slightly longer reach, but slower speed.

Axes: This is the strongest type, but it has short range and slow combo speed.

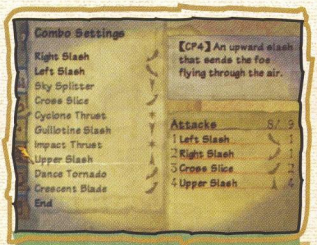
Spears: These combine long reach with moderate speed, but they possess the weakest attack power.

There are actually many more weapon types in the game, like slings and magic staffs, but they are reserved for other, non-playable characters.

The more enemies Jack kills with a certain weapon type, the more proficient he gets with it, learning new attacks. As he learns these moves, they can be assigned to Jack as part of a combo through the Status menu. Each weapon has a certain Combo Points (CP) rating that determines how many attacks Jack can use while equipped with it. Stronger blows typically have higher CP scores. In combat, simply press the attack button repeatedly to go through each assigned blow. Jack's combos can be changed at any time through the Status menu, even in the middle of battle. Spend time with every weapon, building Jack's moves so he can be ready for any situation.

Avoid Button-Mashing

Jack follows through with every attack you command, even if there's no longer an enemy in his reach! Avoid button-mashing: carefully time button presses, or Jack will be left vulnerable to attack from different angles while he swings at nothing!



Ending with a move that knocks your opponents off their feet is a good way to keep them from attacking once your combo ends.

Special Attacks

Certain learned attacks have special abilities. Keep track of what each blow can do, and set it up in your combo accordingly. Remember that enemy attacks may also have these abilities!

Knockback: Knocks enemies onto their backs, interrupting their attacks. Enemies that have been knocked down cannot be struck by most attacks until they get up again.

Break Parry: Cuts through the enemy's guard and prevents a counterblow to your attack, leaving the foe briefly vulnerable to a follow-up attack.

Launch: Tosses the enemy straight up into the air. Launched enemies are vulnerable to another attack for a brief moment after they bounce off the ground, so follow up with a downward strike.

Knockdown: Knocks the enemy down at a short range. They are also good for striking low enemies.

Volty Attacks

Aside from the more common blows, each weapon type also has a pair of more powerful special attacks fueled by the Volty Gauge (below the HP bar). The Volty Gauge increases by one with every successful attack you make against your opponents.

The common Volty Blow is activated with the ● Button, and takes 10 VP. These attacks pack some extra punch, and they can help end a fight a lot faster. Far more deadly is the Volty Blast, an attack learned only after Jack has spent a fair amount of time using the weapon in question. A Volty Blast is activated by pressing the ● and ✕ buttons simultaneously. This blast requires a full gauge of 100 VP, and it drains every single point, but the effects are devastating. Volty Blasts cannot be interrupted, delivering large amounts of damage with ease. Just make sure Jack is locked onto the desired target with the L1 button before unleashing this expensive attack!



A good Volty Blow can be an excellent combo-ender, provided you have the right lead-in attack.



Volty Blasts deliver attacks that can't be interrupted, almost guaranteeing heavy damage.

Real Smooth Moves

Not every attack in a combo leads smoothly into the next. Pauses in Jack's attack combo give his targets the opportunity to counterattack! Also bear in mind that for some weapon types, short combos may be better than long ones. See the Armory chapter for a more in-depth look at each weapon type's move list and combo potential.

Braving the Elements

The four elements of the world—Earth, Fire, Wind, and Water—also play into combat. Many enemies, weapons, and armor have an Elemental property. Striking an enemy with an Element-based attack it's weak against increases the damage delivered, while the wrong Element inflicts less damage. It certainly doesn't hurt to hold onto the strongest weapons and armor for each Element type just in case. Because you can usually see your opponents before they attack, you can change your equipment to take maximum advantage. Of course, if your current equipment has no Element and is considerably stronger than your Element-based gear, it might not be worth changing.

ELEMENTAL DAMAGE

Attack \ Target	Fire	Water	Wind	Earth	None
Fire	50%	140%	100%	100%	100%
Water	140%	50%	100%	100%	100%
Wind	100%	100%	50%	140%	100%
Earth	100%	100%	140%	50%	100%
None	100%	100%	100%	100%	100%

Spoils of War

Once every enemy has fallen, all conscious members of the party are granted the sum total of the enemy party's Experience points and Dagols. Also, several afflictions are automatically cured at the end of battle, but some, like Poison, persist until you cure them yourself. Remember that no matter how many enemies the party defeats, it doesn't earn a thing if it runs from battle with a Flee Ball.

Staying Alive

While losing teammates in combat is certainly a pain, it's not the end of the world. Even if you don't revive them in battle with a Celestial Nectar item, after the battle, any fallen friends are automatically revived with 1 HP. Losing Jack, however, is the end of the world, even if every other member of the party is perfectly healthy. If he falls, it's game over, so focus on keeping Jack alive!

Some enemies give up items when they croak. One-time bosses automatically drop their held items, but common foes' chance items fall in set percentages.

Characters you can duel by kicking them into combat, however, drop their items based on a different calculation.

DUEL ITEM ACQUISITION CALCULATION

Target's Dueling Exp Level x 10
+
0~90 (randomized)
+
Jack's Luck ÷ 8
-
(Target's Evasion ÷ 10) + (Target's Luck ÷ 20)

If the final number is greater than 100, the defeated character drops his or her items!



Some items can be obtained only in battle. In many cases (but not always), these have a much higher chance of appearing than more common, buyable items.

Level Up and Heal

When characters rise in level, all of their Stats increase and their HP is filled to the new maximum! Don't waste high-powered, expensive cures on characters that are low on HP but close to leveling up. Give them enough to survive, keep them back from the enemy, and restore their HP for free with a little EXP!

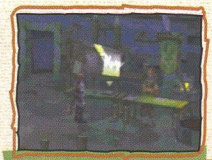
TEAM COMBAT TECHNIQUES

ASSEMBLE YOUR PARTY

There can be up to three computer-controlled allies in the party. While the story sometimes puts required characters into the party, most of the time you're free to choose who accompanies you. You don't have direct control of these characters; the game's artificial intelligence handles them. There's a lot of variety to your potential party members, so build up fighters, magic-slingers, and healers alike so you're covered for most any situation.



Keep an eye on the banter in battle. If a teammate is hurting, he or she will tell you!



Look for the waving "Friends" sign in select locations. That's where you can change the members of your party.

Each of the 176 potential party members has different requirements for calling Jack a friend and lending his or her help in battle. Some join as the story dictates it. Some simply need some talking to at the right time or with the right people in the party. Others need a solid thrashing or three. Many are after items they're incapable of finding themselves. Once Jack has gained their friendship, they'll follow him into battle as he calls on them. See the Friends section for a complete rundown on how to obtain all the possible teammates.

AT YOUR COMMAND



While party members are typically smart enough to be left to their own devices, there are times when you must take a more active role in their combat techniques. For example, fighters are much less inclined to try to heal teammates, and in the middle of a heated battle it's difficult to get to more than one wounded teammate yourself. So get tough and give a Command by pressing the L1 button, bringing up the Command menu. Choose who to give the Command to, and then pick your available Commands. (Press L1 again to go to the quick-use Item Menu, and again to go back to Commands.)



Help out your buddy, Keane! Be sure your ally has the ability to follow your Command before you give it!

Learn Commands by purchasing (or finding) Books and using them on Jack from the Item Menu. Once in battle, Commands are used to direct teammates to attack specific enemies, heal comrades, keep away from the enemies, and more. However, just because you issue a Command, that doesn't mean it's always carried through. A character that's getting his head pounded in is hard-pressed to use an ability on a teammate. Also, characters' willingness to follow certain commands varies, so be wary of the uncooperative ones. Some commands also need VP to be issued, usually the more powerful ones.

SINGLE CHARACTER COMMANDS

COMMAND	ACTION	VP	BOOK	COST
Attack Enemy	Attack Leader's target	0	-	-
Cure Friend	Cure afflictions and restore HP on specified ally	3	Energy	400 Dagols
Backup	Attack specified ally's attacker	0	Support	400 Dagols
Be Bait	Lure away Leader's target	0	Temptation	1200 Dagols
Back Away	Keep away from enemies	0	Desertion	1800 Dagols
Play Dead	Fall down to avoid attacks	0	Mimicry	800 Dagols
Go Nuts	Free will (stop following current command)	0	Freedom	200 Dagols
Use Volty	Use Volty Blast	0	Power	500 Dagols

FULL PARTY COMMANDS

COMMAND	ACTION	VP	BOOK	COST
Everyone Go Nuts	Free will (stop following current command)	0	Bravery	200 Dagols
Power Injection	+40 Strength for 20 seconds	20	Spirit	2400 Dagols
Fast Speed	150% speed for 30 seconds	18	Pegasus	2800 Dagols
Endurance	+50 Defense for 20 seconds	20	Training	2400 Dagols
Last Resort	Strength up 70%, Defense 0 for 15 seconds	12	Danger	2000 Dagols
Heaven's Gate	Cures and prevents afflictions for 30 seconds	40	Health	8000 Dagols
Circle Song	Restore 20% max HP of all allies	30	Recovery	4600 Dagols
Life Song	Restore 50% max HP of all allies	60	Restoration	12000 Dagols
Black Magic Song	Absorb HP from allies	12	Magic	1200 Dagols
Toadstool Song	Cure all poisoned allies	20	Remedy	2000 Dagols
Mint Song	Cure all confused allies	18	Awakening	1600 Dagols
Crush Song	Cure all petrified allies	24	Schisms	2000 Dagols
Goblin Song	Fully restore all goblin allies' HP	1	Fairies	400 Dagols
Earthquake	Knock down all enemies. Ignores guards	4	Earth	800 Dagols
Stop	Binds everyone in battle	18	Infinity	1200 Dagols

BOOK AVAILABILITY

BOOK	STORES	BATTLES	MAPS
Awakening	Marco	-	-
Bravery	Last Word, Marco	-	-
Danger	Last Word	-	-
Desertion	Last Word, Marco	-	-
Earth	Marco	-	-
Energy	Last Word, Marco	Heavy Guardsman A~C	-
Fairies	Marco	-	Septem Region 2
Freedom	Marco	-	-
Health	Keane, Louis	-	-
Infinity	Last Word	-	-
Magic	Marco	Apprentice A~B	-
Mimicry	Marco	-	-
Pegasus	Last Word, Keane	Alicia	-
Power	Last Word, Marco	-	-
Recovery	Last Word, Marco	Tawny Rat	-
Remedy	Marco	-	-
Restoration	Marco	-	-
Schisms	Marco	-	-
Spirit	Last Word, Marco	-	-
Support	Last Word, Marco	Light Guardsman A~B	-
Temptation	Last Word, Marco	-	-
Training	Last Word, Marco	Walter	-

LINK UP



Your first encounter with Links finds you on the receiving end of one, but in time, this battle technique becomes yours to use as well. When Jack's in command of the party, Links join your characters together in formation, combining and focusing your party's power into stronger abilities for both offense and defense. Some Link abilities eat your VP, so keep an eye on your gauge. Assign Links to the D-pad from the Menu screen, and call up the Link quick-menu by tapping the D-pad once in battle. Tap it again in the direction of the Link you want to bring your party together. If you want to break the Link and send your team back to Free Will mode, simply press the D-pad twice in the same direction. You need at least two other party members on their feet (Links work with only three people in them, but four is better) and 10 VP to form a Link, though this does not necessarily cost you any VP. Be careful, as enemies can break your Links with repeated blows, plus Links automatically break if your VP drops to zero!

LINKING SKILLS

Linking has another advantage: the Skills of each party member are applied to everyone else in the Link, boosting their powers until the Link is broken! While this is normally a powerful advantage, it does have its potential flaws. It is very dangerous to use close-together Links like Box Link and Wide Link if anyone has the ally-damaging Berserker Skill. While the Max HP Plus Skill does raise characters' maximum HP when Linked, it does not raise their current HP, which can make it look like your teammates are weaker than they really are. Make sure the party has the Skills best suited to tackle their current task so that the Linking makes them even stronger!

Link Losses

There are some severe disadvantages to using Links. The primary one is that Items and Volty Blows can't be used while Linked, which can be trouble if someone needs healing. Some Links don't work until the party gets into formation; a teammate whose path is blocked can ruin such a strategy. And any attack the party suffers when Linked drains 1 VP, regardless of how much or how little actual damage it does. While this normally isn't too terrible, a rapid-fire attack like the Gobpakkens' Seed Expulse can very quickly drain VP and break the Link!





Team Combat

The first Link you learn, this is excellent for finishing off a single opponent of moderate size. Get the enemy within the Link's boundaries, and once "!" appears over your teammate's heads, press the attack button. The entire party wails on the foe from four directions. As most enemies tend to turn to whoever hit them last, the constant pummeling keeps them turning rather than retaliating. Be careful though, some enemies have "spin" moves that can strike the entire party, so avoid using it on them. And some are too big to get your Linked party properly around them! Of course, if there are other enemies around, the Box Link leaves the party fairly vulnerable.





A somewhat odd attack pattern, the party forms a train and follows Jack, moving along the path he sets and attacking the enemies he does. Jack leaps back far away after each attack, and the party follows suit once they attack. This is a decent way to concentrate your attack on a single enemy without exposing your entire party to moves that can strike everyone. But it's difficult to use efficiently against multiple targets. Wave Link is most useful against bosses and large creatures.

LINE LINK

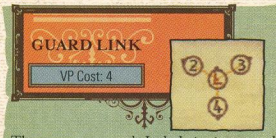
VP Cost: 6



When the party is lined up evenly, press the attack button, and everyone attacks with enough force to create a long-range energy wave that cuts through enemies. The wave appears only when everyone is stationary and lined up evenly. If a party member moves, the party must wait for everyone to get in position again. This is a very good move for clearing out crowds early in the fight—it's a Link that should always be in your repertoire. However, unless you catch a *lot* of enemies in the wave, you're unlikely to make up the spent VP per strike. Remember to switch around your characters' positions in the Link menu so that your allies with the lowest Defense are in the middle of the line.

GUARD LINK

VP Cost: 4



The party surrounds Jack, bringing up a defensive aura that raises Defense by 20%. Counterblows are stronger, but also cost four VP each time someone parries. This Link is good for keeping friends close, luring enemies closer, and then quickly changing to the Square Link and blowing them away once enough of them are in range, but little else.

CIRCLE LINK

VP Cost: 0



A very risky Link to use, the party turns inward in a tight circle. As long as they're not moving, everyone automatically restores lost HP, 1-10 points every half-second. Unfortunately, no one can attack or defend while linked like this. Despite the free HP recovery, this Link is not recommended in a heated battle. Instead, use it when dealing with very weak, slow or incapacitated foes you can beat with little effort, restoring HP this way rather than using Items.

WIDE LINK

VP Cost: 0.5



This one can be tricky, because it requires charging into a crowd of enemies, but it can also be devastating. Similar to the Line Link, every swing of a weapon sends a shockwave forward, cutting through enemy ranks. However, each member of the party creates his or her own smaller, shorter-range wave, sending it in a different direction from the others. Each wave takes 0.5 VP, but it's pretty easy to gain it all back thanks to the wide swath they cut. Whatever you do, make sure no one in the party has the Berserker Skill when Linked like this!

ARROW LINK

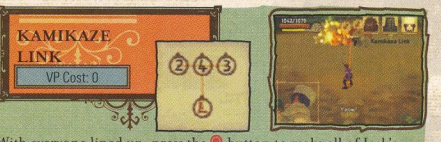
VP Cost: 0



Jack forms the head of an arrow formation, and once the sword icon appears above everyone's heads, press ● to make the party rush forward, knocking struck enemies back with a massive energy arrow. During the rush, Strength is also boosted 30%. This Link depletes VP only if you press against the area wall, so try to stay in the open. This is a good focused move for finishing off stronger opponents after Line Link and Square Link have dispensed with the weaker foes, and we recommend it as a constant in your Link set.

KAMIKAZE LINK

VP Cost: 0



With everyone lined up, press the ● button to make all of Jack's teammates rush forward, creating a huge explosion when they collide with an enemy. During the rush, their Strength is increased by 50%. However, they also take heavy damage from the explosion—40% of their HP. Naturally, this is a desperate move at best, and should be used only to finish off really powerful foes while keeping Jack out of range, if even then.

SQUARE LINK

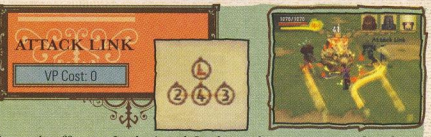
VP Cost: 10



The entire party runs in a circle, creating a huge tornado. Enemies within the whirlwind are launched into the air and struck up to three times. Square Link is very useful against groups of four or more, as that more than restores the spent VP. This Link should *always* be set to one of the D-pad buttons, because with good timing it can end most common-enemy battles without losing a single Hit Point.

ATTACK LINK

VP Cost: 0



A purely offensive Link, Attack Link sets the entire party after the enemy you last attacked, surrounding the foe if possible. While it's certainly quicker than using the "Attack Enemy" Command on every member of your party, and it doesn't require the boundaries or timing of the Box Link, it does have a distinct disadvantage: no characters can Parry while this Link is active. Still, for focused attacks, this is a good Link that deserves a place in your repertoire.

SKILLS

Using Links in battle has another advantage. As the party fights when Linked, Jack slowly learns the special Skills from each of his teammates. Though he can have only one Skill equipped at a time, developing a long list of available Skills prepares Jack for the challenges ahead. HP boosts, increased immunity to afflictions, stat changes, and more can be applied to Jack through the Status Menu as the situation demands.



Daniel's HP Plus Skill can give you a major boost when equipped! Pick the teammates with the most valuable Skills and learn them first!

SKILLS

SKILL	DESCRIPTION	L1	L2	L3	L4	L5
Strength Plus	Increase Strength	+3	+6	+10	+15	+20
Learn From: Achilles, Bran, David, Joaquel						
Defense Plus	Increase Defense	+3	+6	+10	+15	+20
Learn From: Alvin, Eugene, Godwin, Gregory, Lyle, Miranda, Ortoroz						
Evasion Plus	Increase Evasion	+3	+6	+10	+15	+20
Learn From: Alicia, Clive, Fan, Iris, Nina, Nick, Yack						
Luck Plus	Increase Luck	+3	+6	+10	+15	+20
Learn From: Anastasia, Monki, Sunset, Few						
Max HP Plus	Increase maximum HP	+20	+50	+100	+200	+300
Learn from: Charlie, Daniel, Hip, Rocky, Serva						
Prevent Poison	Increase Poison resistance	20%	25%	33%	50%	100%
Learn From: Aesop, Astor, Faraus, Garcia, Gordon, Grigory, Marco, Tony, Vitas						
Prevent Paralyze	Increase Paralysis resistance	20%	25%	33%	50%	100%
Learn From: Clarence, Giovanni, Keaton, Ryan, Solo, Sonny						
Prevent Blind	Increase Blind resistance	20%	25%	33%	50%	100%
Learn From: Brie, Bruce, Carlos, Synelia, Danny, Ernest, Luka, Putt						
Prevent Freeze	Increase Freeze resistance	20%	25%	33%	50%	100%
Learn From: Alba, Cornelia/Rachel, Gareth, Mook, Tarkin						
Prevent Blaze	Increase Blaze resistance	20%	25%	33%	50%	100%
Learn From: Elef, Elmo, Felix, Jarvis						
Prevent Petrify	Increase Petrify resistance	20%	25%	33%	50%	100%
Learn From: Ben, Gene, Herz, Leonard, Lily, Rynka						
Prevent Curse	Increase Curse resistance	20%	25%	33%	50%	100%
Learn From: Butch, Christoph, Dennis, Ricky, Star						
Prevent Confuse	Increase Confusion resistance	20%	25%	33%	50%	100%
Learn From: Ganz, Naom, Rolec						
Prevent Bind	Increase Bind resistance	20%	25%	33%	50%	100%
Learn From: Bosso, Drew, Eon, Keane, Marsha, Niko						
Prevent Steal	Prevent enemies from stealing items	20%	25%	33%	50%	100%
Learn From: Dwight, Elena, Georgio, Lin, Wyze						
Stop Afflictions	Increase resistance to all afflictions	12.5%	16%	25%	33%	50%
Learn From: Sonata						
Fire Defense	Reduce received Fire damage	-10%	-15%	-20%	-25%	-30%
Learn From: Coco, Zida, Franz, Gil, Pinky, Sarval						
Water Defense	Reduce received Water damage	-10%	-15%	-20%	-25%	-30%
Learn From: Bligh, Flau, Marietta, Putt, Row						
Wind Defense	Reduce received Wind damage	-10%	-15%	-20%	-25%	-30%
Learn From: Adele, Lufa, Martinez, Michael, Ridley, Romaria, Ryan						
Earth Defense	Reduce received Earth damage	-10%	-15%	-20%	-25%	-30%
Learn From: Alan, Aldo, Cecil, Howard, Paul, Pietro, Polpo, Shin						
Status Cure	Automatically cure afflictions in time	16sec	14sec	12sec	10sec	8sec
Learn From: Ardoph, Flora, Lulu, Morfinn, Rika						

SKILLS (continued)

SKILL	DESCRIPTION	L1	L2	L3	L4	L5
Auto Cure	Auto-restore HP at regular intervals	1HP	2HP	4HP	8HP	10HP
Learn From: Genius, Kain, Stefan						
Fighting Spirit	Raises Volty Gauge level	+20%	+40%	+60%	+80%	+100%
Learn From: Adina, Gerald, Morgan, Santos, Thanos						
Nine Lives	Increase death resistance	10%	15%	20%	25%	30%
Learn From: Alba, Claudia, Conrad, Cosmo, Giske, Mason						
100t Body	Resists Knockdowns & Counters	20%	25%	33%	50%	100%
Learn From: David, Gabe, Jill, Walter						
Complete Defense	No damage when Parrying	20%	40%	60%	80%	100%
Learn From: Caesar, Golly, Franklin, Grant, Patrick						
Fierce Defense	360-degree defense, resist Parry breaks	20%	25%	33%	50%	100%
Learn From: Edgar, Interlude, Leban, Leona, Wal						
Colossal Power	Improved Knockdown ability	+50%	+70%	+100%	+150%	+200%
Learn From: Chatt, Dan, Dynas, JJ						
Iron Link	Decrease Link Break chances, VP use	-10%	-20%	-30%	-40%	-50%
Learn From: Gob, Natalie, Nocturne						
Absorb HP	Drain HP from enemies	2%	4%	6%	8%	10%
Learn From: Donkey, Valkyrie						
Full Power	Increase Volty attack power	+10%	+20%	+30%	+40%	+50%
Learn From: Gruel, Fernando, Galvados, Sebastian						
Berserker	Strength plus, but attacks damage allies	+20	+25	+30	+35	+40
Learn From: Dominic, Gonn, Jared, Jan						
Bad Carrier	Gives an affliction to target	10%	15%	20%	25%	30%
Learn From: Den, Dimitri, Golye, Johan, Ursula						
Sharp Edge	Increased chance of critical hits	+5	+10	+15	+20	+25
Learn From: Aidan, Derek, Gonber, Goo, Zeranium						
King of Day	Str, Def, Eva & Luck up from 6:00~17:59	+5	+10	+15	+20	+25
Learn From: Elwen						
King of Night	Str, Def, Eva & Luck up from 18:00~5:59	+5	+10	+15	+20	+25
Learn From: Gawain, Nyx						
Save Volty	Decrease VP cost of Volty moves	-10%	-15%	-20%	-25%	-30%
Learn From: Curtis, Gobrey						
Tri-emblem	Strength, Defense, Evasion & Luck up	+10	+20	+30	+40	+50
Learn From: ???						

Skilled Foes

Potential friends aren't the only characters who use Skills. Any sentient character you can fight has a Skill, even if you can't recruit him or her: the Dwarves of Earth Valley, for example. While these Skills are usually at the lowest level, some characters, like Cross, have built up theirs!

RECRUIT INDEX

The following character recruitment index is a useful tool, used to summarize the time in which characters become available. Assuming the necessary side quests have been completed, the listed events indicate the earliest opportunity that a character can be recruited.

ICON	CHARACTER'S ALLEGIANCE
*	NEUTRAL ALLEGIANCE
HU	HUMAN ALLEGIANCE
NH	NON-HUMAN ALLEGIANCE

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*Ganz [pg15]
*Ridley [pg16]
*Valkyrie [pg16]

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HU Alba [pg19]
HU Aldo [pg20]
HU Bran [pg24]
HU Bruce [pg25]
HU Butch [pg25]
HU Carlos [pg26]
HU Cecil [pg27]
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HU Christoph [pg28]
HU Claudia [pg28]
HU Clive [pg29]
HU Cornelia & Rachel [pg30]
HU Cosmo [pg31]
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NH Hyann [pg102]
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HU Johan [pg58]
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HU Lily [pg61]
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HU David [pg33]
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AN ECCENTRIC VISITOR [PG185]
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NH Ben [pg87]
HU Bligh [pg24]
NH Brie [pg88]
HU Caesar [pg26]
NH Den [pg91]
NH Donkey [pg92]
HU Elef (Finish) [pg37]
NH Gabe [pg95]
HU Gerald [pg48]
HU Giske [pg48]
NH Gob [pg98]
NH Gobrey [pg99]
NH Golly [pg99]
NH Gonn [pg100]
NH Goo [pg100]
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DUELING GAWAIN [PG236]
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NH Giovanni [pg98]
NH Luka [pg105]
NH Sonny [pg115]

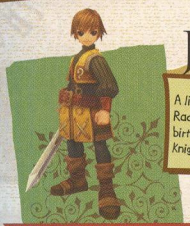
DEFEATING GAWAIN [PG237]
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MAIN CHARACTERS



JACK ♂

MAIN

A lively young man born and raised in Solieu Village, a town a little ways from Radiara. He lived a peaceful life with his elder sister Adele until his 16th birthday, when he decided to test his mettle by trying out for the Radiara Knights like his father before him.

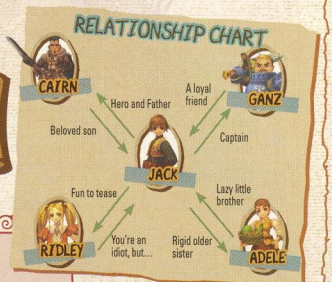
CHARACTER DATA

- Iron Edge — Element: None
- Skill Upper — Reference: [pg287]
- Handmade Tunic — Element: None
- Luck Bracelet — Reference: [pg287]

LV	HP	ATK	DEF	EVA	LCK
1	89	25	30	13	30
25	???	???	???	???	???
25	???	???	???	???	???
25	???	???	???	???	???
MAX	???	???	???	???	???
GRADE	???	???	???	???	???

SKILL	
LUCK PLUS	★ ☆ ☆ ☆ ☆

RELATIONSHIP CHART





GANZ ♂

MAIN

Ganz is the only son of Gawain and Freya Rothschild of the Rothschild clan, a family that holds the crest of the Lion of the West. He was raised well and knows little of the horrors of the real world. His speech and manners are impeccable. He became a Radiara Knight at eighteen and was promoted to captain when he was twenty-eight.

EXP	DAGOL	DROP	ENCOUNTER
80	145	ANALYSIS BALL, DEFENSE BERRY	GANZ

CHARACTER DATA

- Ganz Sword — Element: None
- Ganz's Armor — Element: None
- Lion Crest — Reference: [pg288]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖*	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

*Ganz's Blind resistance changes to ● after reuniting with Jack.

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE

LV	HP	ATK	DEF	EVA	LCK
7	206	54	70	20	39
25	909	112	135	47	74
50	1887	192	225	86	124
75	2865	273	316	125	173
MAX	3804	350	403	163	221
GRADE	A	B	A	E	B

THOUGHT PROCESS
PASSIVE > PASSIVE > TIMID

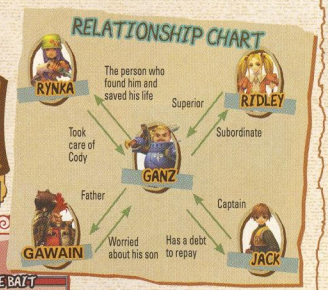
SKILL	
PREVENT CONFUSE	★ ★ ☆ ☆ ☆

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	1 Ganz Thrust	None	Medium
Attack	2 Spinning Slash	None	Medium
Attack	3 Knight Blow	None	Medium
Volty	Ganz Breaker	None	—

ARC	KNOCK BACK	POWER	EFFECT
40	1	1	—
360	1	0.8	—
200	1.3	1	—
—	1.3	4.5	Knock Back

RELATIONSHIP CHART





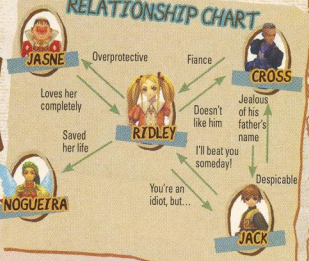
Ridley ♀

MAIN

Ridley is the only daughter of Sigourney Silverlake and Jasne Colton, a family whose clan holds the crest of the Great Eagle of the North. She is very composed and serious, yet has a fragile lady-like side. Jasne has a different last name, as the Silverlake name can only be carried by those related by blood.

EXP	DAGOL	DROP	ENCOUNTER
30	389	HERB EXTRACT, EVASION BERRY	RIDLEY

RELATIONSHIP CHART



CHARACTER DATA

KNIGHT'S GEAR		COMMANDER'S GEAR		VESSEL'S GEAR	
Knight Axe	Element None	Glory Axe	Element Fire	Blaze Axe	Element Fire
Trainee's Wear	Element None	Glory Armor	Element None	Valiant Mail	Element None
Power Bangle	Reference [pg287]	Power Bangle	Reference [pg287]	Power Bangle	Reference [pg287]

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	—	POSSIBLE	POSSIBLE
BACK AWAY	PLAY DEAD	GO NUTS	USE VOLTY
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE

THOUGHT PROCESS	SKILL
BRAVE > BRAVE > PASSIVE	WIND DEFENSE ★ ☆ ☆ ☆ ☆

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖*	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	●	✖	✖

LV	HP	ATK	DEF	EVA	LCK
4	104	43	49	22	29
25	720	117	117	66	66
50	1453	207	198	120	111
75	2187	296	279	173	156
MAX	2891	382	358	224	198
GRADE	C	A	B	C	C

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	1 Tree Chopper	None**	Short
Attack	2 Downward Thrust	None**	Short
Attack	3 Earth Splitter?	—	—
Attack	3 Earth Splitter*	Fire	Short
Attack	4 Helmet Cleave*	Fire	Short
Volty	Wild Pitch	Fire	—

ARC	KNOCK BACK	POWER	EFFECT
40	1	1	Blaze ~ After Disbandment of the Rose Cochon
90	1	0.8	Blaze ~ After Disbandment of the Rose Cochon
—	—	—	—
40	1.3	0	Blaze ~ After Disbandment of the Rose Cochon
40	1.3	1.2	Blaze ~ After Disbandment of the Rose Cochon
—	1.3	4.0	92 Fixed Damage during Selection Trials

* ~ Replace "Earth Splitter?" after the game's split.
** ~ Attacks take on the Fire attribute after the game's split.



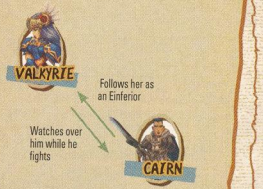
Valkyrie ♀

EXTRA

Valkyrie is from Radical, a parallel world of Radiata. Calling herself the Selector of Souls, she seeks out the strong to aid her for some mysterious purpose. However, her invitation to "Join me in Heaven" always manages to scare people away. Her hobbies include purifying the souls of immortals and seeking einherjer.

EXP	DAGOL	DROP	ENCOUNTER
65535	0	GROWTH STONE	CAN'T KICK BATTLE

RELATIONSHIP CHART



CHARACTER DATA

Holy Sword Gram	Element None
Seraphic Garb	Element None
Feather Earring	Reference [pg288]

RESISTANCES

POI	PAR	BLD	BND	FRZ
⊙	⊙	⊙	⊙	⊙
BLZ	**CON**	**CUR**	**PET**	**DTH**
⊙	⊙	⊙	⊙	⊙

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
—	—	—	—	—	—
—	—	—	—	—	—
77	9004	323	261	288	355
MAX	9998	502	449	431	355
GRADE	S	S	S	S	A

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	—	POSSIBLE	POSSIBLE
BACK AWAY	PLAY DEAD	GO NUTS	USE VOLTY
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE

THOUGHT PROCESS	SKILL
SPECIAL	ABSORB HP ★ ★ ★ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	END GAME—CONTINUE

DIRECTIONS

❶ Complete the Bonus Dungeon.

VALKYRIE (CONT.)

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	1 Bolt Slash		None	Medium	90	1	1	Paralyze 1.5, Breaks Parry
Attack	2 Instant Slide		None	Short	90	1.1	1.1	Knocks Upward
Attack	3 Vertical Raid	❶-❷	None	Medium	100	1.2	1.2	Paralyze 1.5
Attack	Speed Shot	❶-❸	None	Long	0	0.6	0.6	Petrify 2.0, Curse 3.0
Volty	Nibelung Valesti	❶	None	—	—	0	0.4	—
		❷	None	—	—	0	0.3	—
		❸	None	—	—	0	0.4	—
		❹	None	—	—	0	0.3	—
		❺-❽	None	—	—	0	0.4	—
		❾	None	—	—	0	0.6	—
		❿	None	—	—	1	1.2	Knock Back

HUMAN CHARACTERS



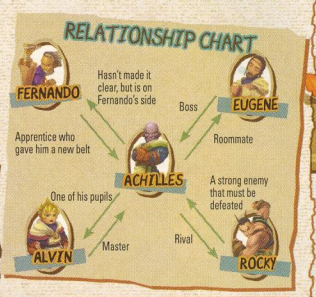
ACHILLES ♂

OLACION ORDER

Achilles is a monkmaster, head priest of the Olacion Order, and Kain's bodyguard. He comes from a family of monks, and has been Rocky's friend and rival since they were both young. He is unofficially part of Fernando's faction. He looks scary and mean, but appearances, in this case, can be deceiving. He is actually a very nice man.

EXP	DAGOL	DROP	ENCOUNTER
434	312	HEATING TABLET	ACHILLES

RELATIONSHIP CHART



CHARACTER DATA

Monk's Robe
Element None

Life Bangle
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
▲	▲	▲	▲	●

BLZ	CON	CUR	PET	DTH
●	●	▲	▲	▲

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
28	906	165	145	91	155
50	1729	228	226	120	192
75	2665	300	319	154	234
MAX	3563	369	407	186	275
GRADE	A	B	A	D	A

THOUGHT PROCESS
BRAVE > BRAVE > TIMID

SKILL
STRENGTH PLUS ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	1 Jab	None	Short	40	0.5	0.7	—
Attack	2 Body Blow	None	Short	40	1	1	—
Attack	3 Low Kick	None	Short	90	0.5	1.3	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	PEOPLE BEGIN TO CHANGE

DIRECTIONS

❶ Talk to Kain. He tells you that Alvin and Achilles have been assigned to assist you.

❷ Talk to Achilles.

As Kain's bodyguard, Achilles is never far away.

SCHEDULE

TIME	LOCATION
0:00	Achilles' Home
2:55	Path of Swords and Wisdom
3:05	White Town of Stars and Faith
3:30	Olacion Order Shrine (1)
3:40	Olacion Order Chapel
10:30	Mortal Tree Hallway
13:25	Olacion Order Chapel
13:50	Olacion Order Shrine (1)
14:05	White Town of Stars and Faith
14:30	Path of Swords and Wisdom
16:00	White Town of Stars and Faith
16:30	Olacion Order Shrine (1)
16:40	Olacion Order Chapel
20:30	Olacion Order Shrine (1)
21:10	Castle Gate
22:40	Olacion Order Shrine (1)
23:15	White Town of Stars and Faith
23:40	Path of Swords and Wisdom
23:55	Achilles' Home



Adele

NO AFFILIATION ♀

Adele is a gutsy young woman and Jack's older sister. She took charge of his upbringing after their parents passed away. She is also the one who taught Jack how to use a sword. She can be strict, but it's always for Jack's own good. In front of others though, she is a perfect lady. It's not an act either—that's how she really is.

EXP	DAGOL	DROP	ENCOUNTER
19	0	SOLIEU VILLAGE (RECORD), HERB EXTRACT	ADELE

CHARACTER DATA

Normal Clothes
Element None

Luck Bracelet
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	⊙

LV	HP	ATK	DEF	EVA	LCK
3	110	38	40	15	21
25	542	83	66	44	84
50	1034	134	96	78	157
75	1526	185	126	111	229
MAX	1999	234	154	144	298
GRADE	E	E	E	E	A

THOUGHT PROCESS
BRAVE > BRAVE > BRAVE

SKILL
WIND DEFENSE ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACK UP	BE BATT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

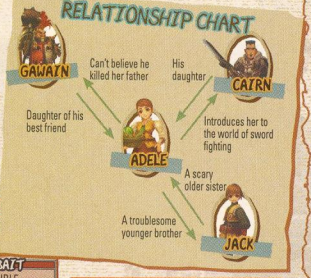
TYPE	NAME	ELEMENT	RANGE
Attack	Slap	None	Short
Attack	Scolding	None	Short

ARC	KNOCK BACK	POWER	EFFECT
90	0.5	1	—
120	0.5	0	Bind 3.0, Ignores Guarding

SCHEDULE

TIME	LOCATION
0:00	Adele's Residence
8:55	Solieu Village
15:45	Adele's Residence

RELATIONSHIP CHART



GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	BATTLE AT THE CITY OF WHITE NIGHTS

DIRECTIONS

1. Talk to Adele after *People Begin to Change*.
2. After *Meeting Gawain*, tell her of your encounter.
3. Tell Adele about *A Duel in Broad Daylight*.

Adele will join only after hearing your concerns about Gawain.



Adina

OLACION ORDER ♀

Adina is a priestess of the Olacion Order. She and her twin sister, Elena, serve Anastasia and are always found by her side. She was brought up to be an elite doctor specifically to provide medical care to the Ryans. She is very quiet, and speaks harshly when she does talk. She would give her life for Elena.

EXP	DAGOL	DROP	ENCOUNTER
91	150	SNOW POWDER	ADINA, HEAVY GUARDSMAN(A) X3

CHARACTER DATA

Robe of Order
Element None

Protect Shell
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
17	265	81	62	45	49
25	469	101	87	62	62
50	1106	165	166	115	106
75	1744	228	245	168	150
MAX	2356	289	322	220	192
GRADE	D	D	B	C	C

THOUGHT PROCESS
BRAVE > BRAVE > BRAVE

SKILL
FIGHTING SPIRIT ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

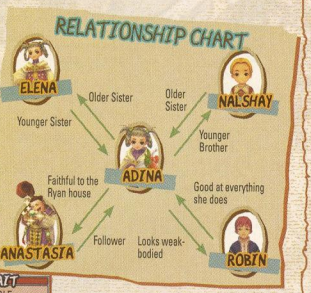
ATTACK ENEMY	CURE FRIEND	BACK UP	BE BATT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Blind Gas	None	Long
Attack	Fog of Chaos SE	None	Long
Restore	Recovery Ray SE	—	—
Attack	Fog of Poison SE	None	Long

ARC	KNOCK BACK	POWER	EFFECT
0	0.5	0.5	Blind 2.0
40	0.5	0.3	Confuse 3.0
—	—	—	Restores 40% of Maximum HP
0	0.5	0.3	Poison 3.0

RELATIONSHIP CHART



GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
12	COMPLETE TWO INDEPENDENT MISSIONS

SUB MISSION
Vexatious Vermin and Smilodon Fang

DIRECTIONS

1. Talk to her with Elena in your party.

Adina (cont.)

Schedule

Time	Location
0:00	Adina's Home
3:40	White Town of Stars and Faith
3:50	Olacion Order Shrine (1)
4:05	Olacion Order Chapel
5:45	Mortal Tree Hallway
5:55	Anastasia's Room
8:00	Mortal Tree Hallway
8:20	Olacion Order Shrine (2)
8:35	Olacion Order Shrine (1)
9:10	Path to the Sun
9:30	Vancoor Square
10:00	Yellow Town of Sun and Glory (2)
10:15	San Patty Accessories
12:00	Yellow Town of Sun and Glory (2)
12:15	Vancoor Square
12:45	Belmont General Store
13:50	Vancoor Square
14:00	Path to the Sun
14:20	Olacion Order Shrine (1)
14:35	Universal Tree Hallway
15:00	Olacion Order Chapel
15:15	Mortal Tree Hallway
15:30	Anastasia's Room
18:00	Mortal Tree Hallway
18:10	Olacion Order Shrine (2)
18:25	Olacion Order Shrine (1)
18:40	White Town of Stars and Faith
19:00	Adina's Home
19:20	White Town of Stars and Faith
19:40	Morfinn's Clinic
19:50	Morfinn's Clinic 2nd Floor
21:50	Morfinn's Clinic
22:00	White Town of Stars and Faith
22:30	Adina's Home



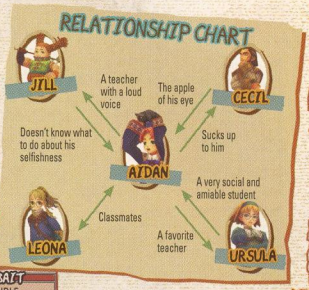
Aidan ♂

Vareth Magic Institute

Aidan is the son of Cecil, vice president of the Vareth Magic Institute, and his wife, Mira. Aidan entered the guild to follow in the footsteps of his father. He is a spoiled child and quickly becomes angry when he doesn't get his way. He hates being alone, and always wants someone close by to pamper him.

EXP	DAGOL	DROP	ENCOUNTER
44	100	STARTLE POWDER	AIDAN, APPRENTICE(A), LIGHT GUARDSMAN(A) X2

Relationship Chart



Character Data


Arshaja
Element Earth


Vareth Uniform
Element Earth


Training Device
Reference [pg288]

Resistances

POI	PAR	BLD	BND	FRZ
●	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
5	113	44	46	45	32
25	524	94	96	98	58
50	1034	158	158	166	92
75	1553	221	221	233	125
MAX	2047	282	281	298	157
GRADE	E	D	D	A	E

Thought Process: BRAVE > BRAVE > TIMID

Skill: SHARP EDGE ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Batt
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name	Element	Range	Arc	Knock Back	Power	Effect
Attack	Stone Javelin Lv.1	Earth	Long	0	1	1.6	Knock Back
Attack	Stone Javelin Lv.2	Earth	Long	0	1	1.8	Knock Back

Gathering Friends

Requirements

Level	Timing
—	FRIEND TUTORIAL

Directions

Talk to him and agree to be his friend.

If you're hoping to recruit Cecil, you had best start leveling Aidan early on.

Recruits

Schedule

Time	Location
0:00	Aidan's House
7:15	Path of Insanity and Fanaticism
7:20	Blue Town of Water and Wisdom (2)
7:55	Vareth Magic Institute
8:10	Cafeteria
8:30	Star Tower
8:45	Star Tower Interior
8:55	Star Tower Research Lab (2)
11:15	Star Tower Interior
11:25	Star Tower
11:40	Cafeteria
12:00	Moon Tower
12:10	Moon Tower Interior
12:20	Moon Tower Research Lab (2)
12:55	Moon Tower Interior
13:05	Moon Tower
13:15	Cafeteria
16:10	Vareth Magic Institute
17:15	Blue Town of Water and Wisdom (2)
17:35	Black Rose General Store
20:00	Blue Town of Water and Wisdom (2)
20:40	Path of Insanity and Fanaticism
20:50	Aidan's House



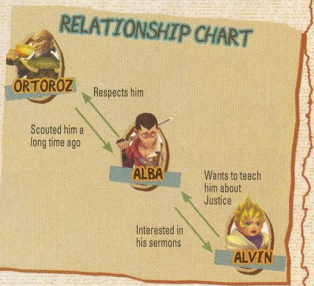
Alba ♂

Void Community

Alba is the assistant trainee leader of the Void Community. As a youth, he made many wrong choices due to his violent nature. He was later scouted by the Void Community. He takes part in many operations. He is very cool and collected but also has a violent temper. He contributes more with his brawn than his brains.

EXP	DAGOL	DROP	ENCOUNTER
350	135	MAGMA POWDER	ALBA

Relationship Chart



Alba (cont.)

Character Data

Dunvera
Element None

Hoodlum's Clothes
Element Fire

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	●	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
●	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
16	365	117	32	62	42
25	612	148	51	81	57
50	1301	234	104	134	102
75	1989	321	157	186	147
MAX	2650	405	208	236	191
GRADE	D	A	E	B	C

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Thought Process
AGGRESSIVE > AGGRESSIVE > AGGRESSIVE

Skill
PREVENT FREEZE ★ ☆ ☆ ☆ ☆

Attacks

Type	Name		Element	Range	Arc	Knock Back	Power	Effect
Attack	Dunvera Hack		None	Medium	90	1	1.3	—
Attack	Swift Headbutts	❶–❹	None	Short	40	0	0.6	—
		❺	None	Short	40	0.5	1	Knock Down
Attack	Steal		None	Short	60	0	0.2	Steal 3.0
Other	Antagonize Enemy		—	—	—	—	—	—

Gathering Friends

Requirements

Level	Timing
11	FRIEND TUTORIAL

Directions

❶ Talk to him and defeat him in a duel.
❷ On a different day, talk to him and defeat him again.

Circle and wait for Alba to swing before jumping in for a sucker punch!

Schedule

Time	Location
0:00	Black Town of Night and Lust
10:35	Path to the Beast Pit
11:10	Blue Town of Water and Wisdom (2)
11:45	Path of Insanity and Fanaticism
12:20	White Town of Stars and Faith
14:45	Path of Swords and Wisdom
15:45	Yellow Town of Sun and Glory (1)
15:55	Yellow Town of Sun and Glory (2)
16:05	Vancoor Square
16:45	Path to the Sun
17:05	Olacion Order Shrine (1)
17:45	Olacion Order Shrine (2)
18:30	Blue Town of Water and Wisdom (1)
19:15	Blue Town of Water and Wisdom (2)
19:45	Path to the Beast Pit
20:20	Black Town of Night and Lust

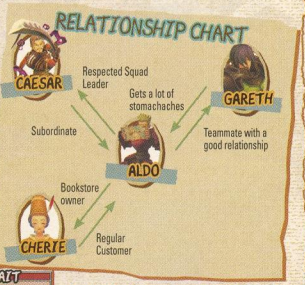


Aldo ♂

THEATER VANCOOR

Aldo is the assistant corporal of Theater Vancoor. He works under Caesar. He is the brains of many an operation, and has the ability to turn any difficult situation around with his strategic know-how. He spends his free time studying strategies and tactics. He feels more comfortable in a library than on the battlefield.

EXP	DAGOL	DROP	ENCOUNTER
350	116	HERB EXTRACT	ALDO



Character Data

Storm Spear
Element Wind

Plate Armor
Element None

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
16	275	86	96	31	55
25	562	110	126	49	71
50	1360	177	211	100	115
75	2158	244	295	151	160
MAX	2924	309	376	200	203
GRADE	C	C	A	C	C

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Thought Process
BRAVE > BRAVE > TIMID

Skill
EARTH DEFENSE ★ ☆ ☆ ☆ ☆

Attacks

Type	Name	Element	Range	Arc	Knock Back	Power	Effect
Attack	1 Weak Thrust	Wind	Medium	40	0.5	0.7	—
Attack	2 Power Thrust	Wind	Medium	40	1.3	1	—

Gathering Friends

Requirements

Level	Timing
11	FRIEND TUTORIAL

Directions

❶ Talk to him and find out about the Book of Fairies.
❷ Retrieve the Book of Fairies from the treasure box in Septem Region (2).
❸ Give the book to Aldo.

Schedule

Time	Location
0:00	Aldo's House
5:10	Path of Swords and Wisdom
5:55	Theater Vancoor 2nd Floor
6:05	The Quarto Squad Locker Room
11:15	Theater Vancoor 2nd Floor
11:25	Theater Vancoor 1st Floor
11:40	Yellow Town of Sun and Glory (1)
11:50	Yellow Town of Sun and Glory (2)
12:00	Begin Eatery
12:15	Begin Eatery 2nd Floor
14:20	Begin Eatery
14:35	Yellow Town of Sun and Glory (2)
16:05	Yellow Town of Sun and Glory (1)
16:10	Theater Vancoor 1st Floor
16:15	Toilet
17:10	Theater Vancoor 1st Floor
17:15	Theater Vancoor 2nd Floor
17:20	Path of Swords and Wisdom
18:25	White Town of Stars and Faith
19:00	The Last Word Book Store
21:30	White Town of Stars and Faith
22:05	Path of Swords and Wisdom
22:30	Aldo's House



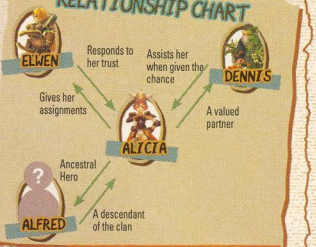
Alicia ♀

THEATER VANCOOR

Alicia is a sergeant of Theater Vancoor. Born into the family of hero Alfred, she is also called Swan Alicia. She has inherited her father's abilities, and is now Vancoor's youngest sergeant. Though burdened with heavy tasks, she feels little pressure from her job and is always smiling. She is also a valued member of the Triton Squad.

EXP	DAGOL	DROP	ENCOUNTER
1274	376	BOOK OF PEGASUS	ALICIA

RELATIONSHIP CHART



CHARACTER DATA

- Sylph Edge — Element: Wind
- Wing Garb — Element: Wind
- Saint's Trophy — Reference: [pg288]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
32	633	153	130	167	123
50	1312	212	185	187	148
75	2257	296	275	217	183
MAX	3163	375	362	244	218
GRADE	B	A	A	B	B

THOUGHT PROCESS: BRAVE > PASSIVE > PASSIVE

SKILL: EVASION PLUS ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	1 Ray Cutter	Wind	Medium
Attack	2 Rose Flash	Wind	Medium
Attack	3 High Sky Descend	Wind	Medium

ARC	KNOCKBACK	POWER	EFFECT
90	1	0.8	—
200	0.5	1.2	Paralyze 1.0
40	1	1.4	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
27	PEOPLE BEGIN TO CHANGE

DIRECTIONS

1. Talk to Elwen between 12:30pm and 3:00pm in Path of the Spider Charnel.
2. Talk to Alicia in the same room between 9:30pm and 10:50pm.
3. Duel Alicia to prove your worth.

Use Herb Extracts to recover any lost HP before talking to Alicia.

SCHEDULE

TIME	LOCATION
0:00	Path of the Spider Charnel
1:00	Path of the Spider I (20)
1:30	Path of the Spider I (18)
2:35	Path of the Spider I (17)
3:20	Path of the Spider I (16)
3:40	Path of the Spider I (7)
4:00	Path of the Spider I (5)
4:50	Path of the Spider I (4)
5:20	Path of the Spider I (3)
5:50	Cell
6:10	Theater Vancoor Basement 2nd Floor
6:15	Theater Vancoor Basement 1st Floor
6:20	Theater Vancoor 1st Floor
6:35	Yellow Town of Sun and Glory (1)
6:40	Yellow Town of Sun and Glory (2)
6:55	Vancoor Square
7:25	Path to the Sun
7:40	Alicia's Residence
8:00	Alicia's Residence
11:00	Path to the Sun
11:05	Vancoor Square
11:35	Yellow Town of Sun and Glory (2)
11:50	Yellow Town of Sun and Glory (1)
11:55	Theater Vancoor 1st Floor
12:50	Theater Vancoor 2nd Floor
13:00	The Triton Squad Locker room
16:00	Theater Vancoor 2nd Floor
16:15	Theater Vancoor 1st Floor
16:20	Theater Vancoor Basement 1st Floor
16:25	Theater Vancoor Basement 2nd Floor
16:30	Cell
16:50	Path of the Spider I (3)
17:15	Path of the Spider I (4)
17:45	Path of the Spider I (5)
18:30	Path of the Spider I (7)
18:50	Path of the Spider I (16)
19:10	Path of the Spider I (17)
20:05	Path of the Spider I (18)
21:00	Path of the Spider I (20)
21:30	Path of the Spider Charnel

Thought Process Breakdown

All characters experience a three-step pattern of behavior known as a Thought Process. As a character's HP depletes, he or she begins to act differently. There are three divisions of behavior, and five terms used to describe them.

THOUGHT PROCESS	ABOVE 70% HP > 70%—30% HP > BELOW 30% HP
AGGRESSIVE	Attempts an all-out assault. Even when guarded, character continues to rain down a barrage of attacks. Always counters when parrying an enemy attack.
BRAVE	Tends to go toward an enemy when it enters his or her range. When attacks are blocked, character commonly continues its assault.
STANDARD	Achieves a good balance of attack and defense. Character usually waits for an opportune moment to engage the enemy and does not run away when hit. Seldom passes on an opportunity to attack.
TIMID	Maintains a safe distance from the enemy and will plan an attack if the chance presents itself. Concentrates on healing self even when slightly hurt.
PASSIVE	Rarely attacks of own volition and only counterattacks once in while. When making an attack, character quickly calls it off if the attack misses or is guarded.



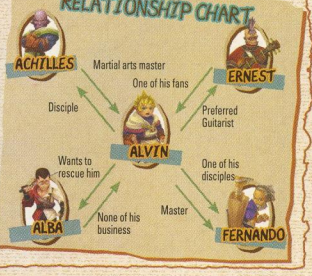
Alvin ♂

OLACION ORDER

Alvin is a priest of the Olacion Order. Determined to become a monkmaster, he entered the guild to learn martial arts from Fernando. He is quick for his size, and his powerful attacks make him a superb fighter. Frank and easily excited, he believes in Justice, Love, Preparedness, Friendship, and Miracles.

EXP	DAGOL	DROP	ENCOUNTER
311	274	HERB EXTRACT	ALVIN

RELATIONSHIP CHART



CHARACTER DATA

Monk's Robe
Element None

Warrior Bangle
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
21	511	120	120	65	118
25	640	131	132	67	123
50	1447	204	210	82	156
75	2254	276	288	96	190
MAX	3028	346	363	111	222
GRADE	B	B	A	E	B

THOUGHT PROCESS
BRAVE > BRAVE > BRAVE

SKILL
DEFENSE PLUS ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BATT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	1 Left Straight	None	Short
Attack	2 Twist Hook	None	Short
Attack	3 Upper Strike	None	Short
Attack	4 Palm of Energy?	—	—

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	0.8	—
90	1	0.9	—
40	0.6	1	Knocks Upward
—	—	—	—

SCHEDULE

TIME	LOCATION
0:00	Alvin's House
4:15	Path of Insanity and Fanaticism
6:35	White Town of Stars and Faith
7:30	Olacion Order Shrine (1)

TIME	LOCATION
7:40	Olacion Order Chapel
10:40	Olacion Order Shrine (1)
10:55	White Town of Stars and Faith
17:05	Path of Insanity and Fanaticism

TIME	LOCATION
17:40	Blue Town of Water and Wisdom (2)
19:55	Path of Insanity and Fanaticism
22:15	Alvin's House

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	PEOPLE BEGIN TO CHANGE

DIRECTIONS

1. Talk to Kain, who tells you that Achilles and Alvin have been assigned to assist you.
2. Talk to Alvin.

The easiest time to recruit Alvin and Achilles is during their Chapel time with Kain.

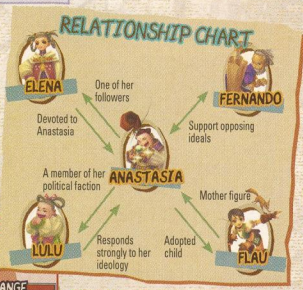


ANASTASIA ♀
OLACION ORDER

Anastasia is an archbishop of the Olacion Order and current head of the Ryan Clan, which holds the crest of Jaguars of the East. Her New Faction raises funds by dealing in "miracle remedies." She is on bad terms with Fernando, who represents the conservative Old Faction. The most important things in her life are herself and money.

EXP	DAGOL	DROP	ENCOUNTER
828	157	LIFE BERRY, BOOK OF ENERGY	ANASTASIA, HEAVY GUARDSMAN(A) X5, LIGHT GUARDSMAN(A)

RELATIONSHIP CHART



CHARACTER DATA

Peacock Garb
Element None

Beckoning Cat
Reference [pg288]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
⊙	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
30	4870	125	0	6	111
50	5907	179	0	24	111
75	7204	246	0	48	111
MAX	8449	312	0	71	111
GRADE	S	C	E	E	E

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Divine Statue	None	Long
Attack	Icy Blizzard SE	Water	Long
Restore	Light of Life SE	—	—
Restore	Fog of Chaos SE	None	Long
Volty	Charming Voice	None	—

ARC	KNOCK BACK	POWER	EFFECT
0	0.5	1	—
0	0.5	0.3	Freeze 3.0
—	—	—	Restores 70% of Target's Maximum HP
0	0.5	0.3	Confuse 3.0
—	1.3	5.5	—

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BATT
IMPOSSIBLE	IMPOSSIBLE	IMPOSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
IMPOSSIBLE	IMPOSSIBLE	POSSIBLE	POSSIBLE

SKILL
LUCK PLUS ★ ★ ☆ ☆ ☆

THOUGHT PROCESS
BRAVE > BRAVE > BRAVE

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
25	JACK'S FIRST MISSION

DIRECTIONS

1. Talk to Anastasia in "Anastasia's Room" between the 14:15 and 21:00.
2. Talk to Lulu to learn that the Key was thrown away.
3. Talk to Zeranium to learn that he sold it to Thyme.
4. Locate Thyme in the Faid General Store between 7:10 and 16:55.
5. Purchase the Key from him for 10,000 Dagols.
6. Return the Key to Anastasia.

SCHEDULE

TIME	LOCATION
0:00	Anastasia's House
1:00	Anastasia's House
6:40	Olacion Order Shrine (2)
7:00	Mortal Tree Hallway
7:20	Anastasia's Room
8:00	Mortal Tree Hallway
8:20	Olacion Order Shrine (2)
8:35	Olacion Order Shrine (1)
9:10	Path to the Sun
9:30	Vancoor Square
10:00	Yellow Town of Sun and Glory (2)
10:15	San Patty Accessories

TIME	LOCATION
12:00	Yellow Town of Sun and Glory (2)
12:15	Vancoor Square
12:45	Path to the Sun
13:05	Olacion Order Shrine (1)
13:40	Olacion Order Shrine (2)
13:55	Mortal Tree Hallway
14:15	Anastasia's Room
18:25	Treasury
20:00	Anastasia's Room
21:20	Mortal Tree Hallway
21:40	Olacion Order Shrine (2)
22:00	Anastasia's House

Anastasia's schedule changes during the recruitment process and time that you have to recruit her. Instead of entering the Treasury, Anastasia remains in her room from 14:15 to 21:20. After returning the key to her, kick the statue in her room to open a secret passage into the Treasury.



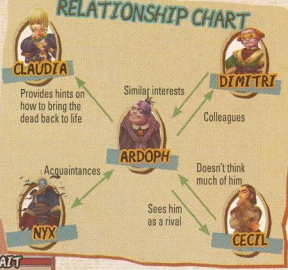
Ardoph ♂

VARETH MAGIC INSTITUTE

He showed up suddenly at the Vareth Magic Institute and soon became an assistant professor. No one knows much about his past, but he is in fact of the same race as Nyx. He has no conscience and feels no compunction about betraying or lying to others. He is a self-centered man who thinks only of his own career.

EXP	DAGOL	DROP	ENCOUNTER
311	214	MASS OF ENMITY	ARDOPH, SUBORDINATE MAGE(A) X2, HEAVY GUARDSMAN(A)

RELATIONSHIP CHART



CHARACTER DATA

Anviteo
Element None

Mage's Robe
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	⊙

LV	HP	ATK	DEF	EVA	LCK
15	550	73	104	32	45
25	921	103	136	51	68
50	1850	178	216	101	128
75	2780	253	297	150	187
MAX	3672	325	375	198	244
GRADE	A	C	A	D	B

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Demon Spirit	None	Long
ARC	**KNOCK BACK**	**POWER**	**EFFECT**
0	0.5	1.8	Curse 1.3

THOUGHT PROCESS
BRAVE > BRAVE > TIMID

SKILL
STATUS CURE ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	THE RED LION

SUB MISSION
THE ALIEN MONSTER

DIRECTIONS

❶ Talk to him.

SCHEDULE

TIME	LOCATION
0:00	Moon Tower Laboratory
0:45	Moon Tower Interior
1:30	Moon Tower
1:40	Cafeteria
1:50	Vareth Magic Institute
2:00	Blue Town of Water and Wisdom (2)

TIME	LOCATION
2:50	Blue Town of Water and Wisdom (1)
3:05	Cache Apartments 1st Floor
3:15	Cache Apartments 2nd Floor
3:30	Ardoph's Apartment
4:00	Ardoph's Apartment
8:50	Cache Apartments 2nd Floor

TIME	LOCATION
8:55	Cache Apartments 1st Floor
9:10	Blue Town of Water and Wisdom (1)
9:30	Blue Town of Water and Wisdom (2)
10:00	Vareth Magic Institute
10:15	Cafeteria
11:45	Moon Tower

TIME	LOCATION
11:55	Moon Tower Interior
12:40	Moon Tower Research Lab (3)
16:10	Moon Tower Interior
16:20	Moon Tower Laboratory



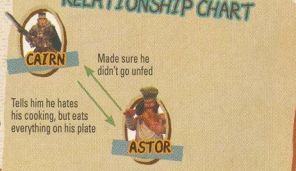
Astor ♂

NO AFFILIATION

Astor is Radiata Castle's cook. His cooking knowledge and skills are extremely advanced and he knows no rival. He is known as Super Chef. He is a hearty man, but one with a delicate touch in the kitchen. His passion for food becomes even more intense when he has competition.

EXP	DAGOL	DROP	ENCOUNTER
83	60	MUSTARD POWDER	ASTOR

RELATIONSHIP CHART



CHARACTER DATA

Frying Pan
Element None

Cook's Apron
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
▲	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
9	310	53	65	21	33
25	755	92	106	49	58
50	1503	154	172	95	97
75	2230	215	237	140	137
MAX	2929	275	300	183	174
GRADE	C	D	C	D	D

THOUGHT PROCESS
BRAVE > BRAVE > BRAVE

SKILL
PREVENT POISON ★ ★ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Frying Pan Bash	None	Short
Restore	Meat	—	—
ARC	**KNOCK BACK**	**POWER**	**EFFECT**
50	0.5	1	—
—	—	—	Restores 30% of Astor's Maximum HP

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
4	THE GUARDIANS

DIRECTIONS

❶ Talk to him.

You can talk to Astor across the kitchen counter when he is cooking.

SCHEDULE

TIME	LOCATION
0:00	Kitchen
7:00	Banquet Hall
11:00	Heads into the Kitchen
11:10	Kitchen
11:15	Kitchen
11:20	Radiata Castle 2nd Floor Hall (3)

TIME	LOCATION
11:45	Radiata Castle 1st Floor Hall (3)
12:10	Radiata Castle 2nd Floor Hall (1)
12:30	Men's Toilet
13:45	Radiata Castle 2nd Floor Hall (1)
14:05	Radiata Castle 1st Floor Hall (3)
14:30	Radiata Castle 2nd Floor Hall (3)

TIME	LOCATION
14:50	Kitchen
15:00	Banquet Hall
20:00	Heads into the Kitchen
20:10	Kitchen



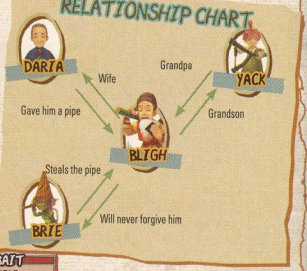
Bligh ♂

NO AFFILIATION

Bligh is an old farmer who is a burden on everyone. He is a real performer and very good at manipulating others—something he has been doing for the past forty years. He lives a good life but always manages to find something to complain about, in order to win sympathy from others.

EXP	DAGOL	DROP	ENCOUNTER
62	89	HERB EXTRACT	BLIGH

RELATIONSHIP CHART



CHARACTER DATA

Farmer's Hoe
Element None

Farming Clothes
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
9	149	55	58	20	66
25	399	91	86	35	101
50	791	148	129	59	157
75	1183	206	173	83	212
MAX	1559	261	215	107	266
GRADE	E	D	E	E	A

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Downward Swing	None	Long
Attack	Horizontal Swing	None	Long
Restore	Rice Ball	—	—

ARG	KNOCK BACK	POWER	EFFECT
40	0.5	1.2	—
120	0.5	1	—
—	—	—	Restores 30% of Bligh's Maximum HP

THOUGHT PROCESS
BRAVE > TIMID > TIMID

SKILL
WATER DEFENSE ★ ☆ ☆ ☆ ☆

SCHEDULE

TIME	LOCATION
0:00	Bligh's Residence
6:30	Nuevo Village
6:40	Tills the fields
15:30	Nuevo Village
18:00	Bligh's Residence
22:00	Bligh's Residence

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
4	AN ECCENTRIC VISITOR

DIRECTIONS

1. Talk to Bligh in Nuevo Village to find out that the goblins have stolen his pipe.
2. Talk to Brie in the Dorse Region (6). Fight him and win to find out where he tossed the pipe.
3. Collect the pipe from among the rubble in Shangri La (4).
4. Return the pipe to Bligh.



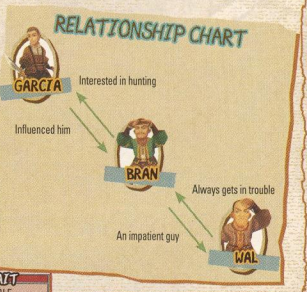
Bran ♂

NO AFFILIATION

Bran is a mad farmer who treasures plants more than humans, and would willingly die for the sake of his produce. He always does his own thing without consideration for others around him. Lately, he has started to get into hunting, thanks to Garcia's influence.

EXP	DAGOL	DROP	ENCOUNTER
31	98	HERB EXTRACT	BRAN

RELATIONSHIP CHART



CHARACTER DATA

Farmer's Hoe
Element None

Farming Clothes
Element None

Luck Bracelet
Reference [PgXX]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
6	121	49	46	24	31
25	541	93	79	61	60
50	1095	151	122	110	99
75	1648	209	166	159	138
MAX	2180	265	208	206	175
GRADE	E	D	E	C	D

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Downward Swing	None	Long
Attack	Horizontal Swing	None	Long
Restore	Rice Ball	—	—

ARG	KNOCK BACK	POWER	EFFECT
40	0.5	1.2	—
120	0.5	1	—
—	—	—	Restores 30% of Bran's Maximum HP

THOUGHT PROCESS
BRAVE > TIMID > TIMID

SKILL
STRENGTH PLUS ★ ☆ ☆ ☆ ☆

SCHEDULE

TIME	LOCATION
0:00	Bran's Home
2:00	Bran's Home
7:25	Septem Region (2)
9:55	Goes hunting
10:55	Searches for prey
16:20	Returns from hunting
22:15	Bran's Home

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	FRIEND TUTORIAL

DIRECTIONS

1. Talk to Garcia in the Septem Region (2) between 7:15 and 10:00 or 17:25 or 22:00. He tells you that his two friends have gone missing.
2. Save Bran and Wal from an Iceburg in Septem Cave (2).
3. Talk with Bran outside his house in Septem Region (2).

Be wary of the Iceburg's ability to freeze its opponents.



Bruce ♂

THEATER VANCOOR

Bruce is a high-ranking warrior of Theater Vancoor. He studied medicine in the priest guild but was later invited to the warrior guild because of his medical knowledge. He has the basic skills of a warrior, but would rather stay in the infirmary and treat patients. He was born to be a doctor.

EXP	DAGOL	DROP	ENCOUNTER
124	146	INVINCIBILITY MED	BRUCE

CHARACTER DATA

Steel Axe
Element None

Plate Armor
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
9	168	60	62	40	34
25	574	93	112	77	64
50	1210	146	191	135	113
75	1845	198	271	193	161
MAX	2455	248	347	249	208
GRADE	D	E	B	B	C

THOUGHT PROCESS
TIMID > TIMID > TIMID

SKILL
PREVENT BLIND ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	1 Tree Chopper	None	Short
Attack	2 Downward Thrust	None	Short
Cure	3 Cure Status	—	—

ARC	KNOCK BACK	POWER	EFFECT
90	0.5	0.8	—
40	0.5	1	—
—	—	—	Cures all of target's status ailments

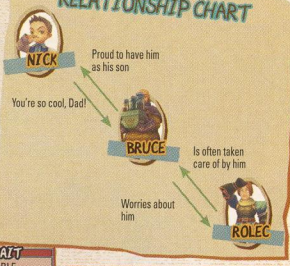
SCHEDULE

TIME	LOCATION
0:00	Bruce's Residence
4:15	Path of Swords and Wisdom
4:50	Yellow Town of Sun and Glory (1)
5:05	Theater Vancoor 1st Floor

TIME	LOCATION
5:45	Theater Vancoor Basement 1st Floor
5:55	Infirmary
19:15	Theater Vancoor Basement 1st Floor
19:25	Theater Vancoor 1st Floor

TIME	LOCATION
19:40	Theater Vancoor 2nd Floor
19:50	Path of Swords and Wisdom
20:45	Bruce's Residence
23:00	Bruce's Residence

RELATIONSHIP CHART



GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
4	FRIEND TUTORIAL

DIRECTIONS

1. Talk to him with less than 50% HP.

An easy way to drop your HP is to duel someone and intentionally loose!



Butch ♂

NO AFFILIATION

Butch has been a friend with his fellow worker Golye ever since losing to him at arm wrestling. He looks up to Golye as an older brother. He works for JFT, the weapon manufacturing company. Serious yet incompetent, he always wears a scowl and mumbles to himself. His fellow workers don't really like him.

EXP	DAGOL	DROP	ENCOUNTER
19	7	CURE NEEDLE	BUTCH

CHARACTER DATA

Work Clothes
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
3	220	42	40	15	17
25	865	112	93	42	44
50	1598	192	153	72	76
75	2331	272	214	103	107
MAX	3034	349	272	132	137
GRADE	B	B	D	E	E

THOUGHT PROCESS
BRAVE > BRAVE > BRAVE

SKILL
PREVENT CURSE ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Punch	None	Short
Attack	Hip Attack	None	Short

ARC	KNOCK BACK	POWER	EFFECT
40	1	1	—
60	1	1.2	—

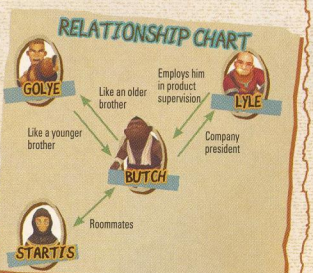
SCHEDULE

TIME	LOCATION
0:00	Butch's Residence
3:20	Black Town of Night and Lust
8:40	Faid General Store

TIME	LOCATION
11:05	Black Town of Night and Lust
16:20	Beast Pit (2)
18:10	Beast Pit (1)

TIME	LOCATION
21:10	Beast Pit (2)
21:30	Black Town of Night and Lust
22:15	Butch's Residence

RELATIONSHIP CHART



GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	FRIEND TUTORIAL

DIRECTIONS

1. Talk to Butch with Golye in your party.



Caesar ♂

THEATER VANCOOR

Caesar is a sergeant of Theater Vancoor. Known as Caesar the Immortal, he is a wise leader. He has taken on many impossible tasks and come back alive, although the rest of his squad is never that lucky. He grieves over the loss of his men daily. For that reason, he has a strong sense of responsibility toward his subordinates. He is also the leader of the Quarto Squad.

EXP	DAGOL	DROP	ENCOUNTER
1594	160	HOLY WATER	CAESAR

CHARACTER DATA

Bloody Grip
Element None

Samurai Armor
Element Fire

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
36	959	180	143	48	255
50	1508	223	197	78	255
75	2489	302	293	132	255
MAX	3430	377	386	184	255
GRADE	B	A	A	D	B

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

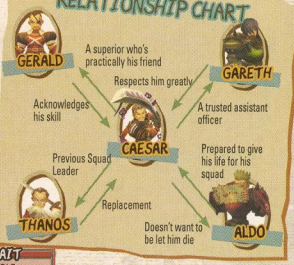
THOUGHT PROCESS
BRAVE > BRAVE > PASSIVE

SKILL
COMPLETE DEFENSE ★ ★ ☆ ☆ ☆

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	1 Upward Slash	❶	None	Medium	40	1	1	Knocks Upward
Attack	2 Demon Buster	❷	None	Medium	40	0.4	0.4	—
		❸	None	Medium	40	0.5	0.5	Curse 0.9
		❹	None	Medium	40	0.5	0.5	—
		❺	None	Medium	40	0.6	0.5	Curse 1.0, Knock Back

RELATIONSHIP CHART



GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
31	AN ECCENTRIC VISITOR

DIRECTIONS

❶ Go to the fountain in Vancoor Square between 18:05 and 23:20 with Gareth and Aldo in your party.
❷ Talk to Caesar.

SCHEDULE

TIME	LOCATION
0:00	Caesar's House
2:05	Path to the Sun
2:15	Olacion Order Shrine (1)
2:45	Olacion Order Chapel
5:00	Olacion Order Shrine (1)

TIME	LOCATION
5:30	Path to the Sun
5:50	Vancoor Square
6:30	Yellow Town of Sun and Glory (2)
6:35	Yellow Town of Sun and Glory (1)
6:45	Theater Vancoor 1st Floor

TIME	LOCATION
7:20	Theater Vancoor 2nd Floor
7:30	The Quarto Squad Locker Room
16:55	Theater Vancoor 2nd Floor
17:05	Theater Vancoor 1st Floor
17:30	Yellow Town of Sun and Glory (1)

TIME	LOCATION
17:40	Yellow Town of Sun and Glory (2)
17:45	Vancoor Square
23:35	Path to the Sun
23:50	Caesar's House



Carlos ♂

THEATER VANCOOR

Carlos is a warrior of Theater Vancoor. He is a backup soldier who manages the cells in the basement. He isn't very skilled or smart, and no one likes how much he complains about work. He likes places that are dark and damp—another reason why people keep their distance.

EXP	DAGOL	DROP	ENCOUNTER
30	87	FLEE BALL	CARLOS

CHARACTER DATA

Iron Spear
Element None

Plate Armor
Element None

Divine Earring
Reference [pg288]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
4	141	44	52	18	28
25	694	96	94	56	60
50	1353	159	145	102	98
75	2013	222	196	148	136
MAX	2646	283	245	192	173
GRADE	D	D	E	D	D

THOUGHT PROCESS
TIMID > TIMID > BRAVE

SKILL
PREVENT BLIND ★ ☆ ☆ ☆ ☆

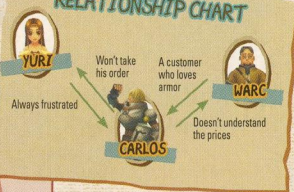
WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	1 Sweep Thrust	None	Medium	200	1	0.8	—
Attack	2 Vertical Slash	None	Medium	40	0.5	1.2	—

RELATIONSHIP CHART



GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	FRIEND TUTORIAL

DIRECTIONS

❶ Talk to him and hear how he lost his Contact Lens.
❷ Find his Contact Lens in Path of the Spider I (2).
❸ Return the Contact Lens to Carlos.

Carlos (cont.)

Schedule

Time	Location
0:00	Cell
7:30	Theater Vancoor Basement 2nd Floor
7:45	Theater Vancoor Basement 1st Floor
8:00	Theater Vancoor 1st Floor
11:15	Toilet

Time	Location
12:00	Theater Vancoor 1st Floor
12:25	Yellow Town of Sun and Glory (1)
12:30	Yellow Town of Sun and Glory (2)
12:35	Begin Eatery
15:15	Yellow Town of Sun and Glory (2)

Time	Location
15:25	Yellow Town of Sun and Glory (1)
15:35	Theater Vancoor 1st Floor
18:10	Yellow Town of Sun and Glory (1)
18:25	The Survivor Armory
20:05	Yellow Town of Sun and Glory (1)

Time	Location
20:20	Theater Vancoor 1st Floor
20:40	Theater Vancoor Basement 1st Floor
20:55	Theater Vancoor Basement 2nd Floor
21:05	Cell

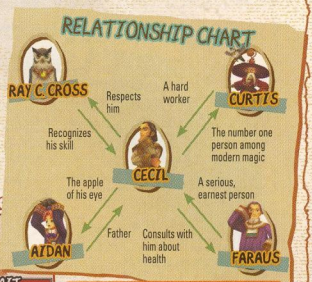


Cecil ♂

Vareth Magic Institute

Cecil is the son of Lord Henryde, a famous analyst of ancient texts. He suffers from comparisons with his father, but hard work has made him vice president of Vareth. He speaks in a soft and polite manner but there is a roughness behind the words, and he tends to smile warmly while making unreasonable demands.

EXP	DAGOL	DROP	ENCOUNTER
1950	258	SAGE	CECIL, APPRENTICE(A), LIGHT GUARDSMAN(A) X2



Character Data

Asteka
Element: Earth

Great Mage Robe
Element: None

Thought Process: STANDARD > STANDARD > TIMID

Skill: EARTH DEFENSE ★ ★ ☆ ☆ ☆

Resistances

POI	PAR	BLD	BND	FRZ
⊙	⊙	⊙	⊙	⊙

BLZ	CON	CUR	PET	DTH
⊙	⊙	⊙	⊙	⊙

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
0	906	181	132	148	27
50	1258	206	164	161	34
75	2141	269	244	193	51
MAX	2987	331	321	224	68
GRADE	C	B	B	C	E

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Batt
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name	Element	Range
Attack	Megaton Quake	Earth	—
Arc	**Knock Back**	**Power**	**Effect**
—	1.5	1.0	Knocks Upward

Gathering Friends

Requirements

Level	Timing
—	FRIEND TUTORIAL

Directions

1. Assist Aidan in reaching level 32.
2. Talk to Cecil with Aidan in your party.

Recruits

Schedule

Time	Location
0:00	Cecil's Residence
1:15	Path of Insanity and Fanaticism
1:25	Blue Town of Water and Wisdom (2)
1:55	Vareth Magic Institute
2:10	Cafeteria
2:20	Moon Tower

Time	Location
2:25	President's Office—Moon Tower
2:30	President's Office
4:35	President's Office—Moon Tower
4:45	Moon Tower
4:55	Cafeteria
5:05	Vareth Magic Institute

Time	Location
5:25	Vareth Magic Institute 2nd Floor
11:20	Vareth Magic Institute
11:40	Infirmary
12:40	Vareth Magic Institute
12:55	Vareth Magic Institute 2nd Floor
22:20	Vareth Magic Institute

Time	Location
22:30	Blue Town of Water and Wisdom (2)
23:05	Path of Insanity and Fanaticism
23:15	Cecil's Residence

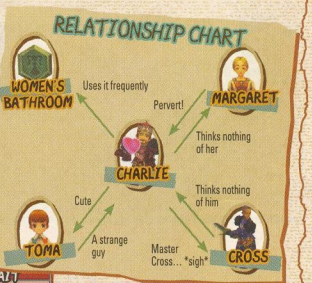


Charlie ♂

Radiata Castle

Charlie is a Royal Radiata Knight. His flamboyant speech and manner tend to put other people off. He likes cute people and strong warriors; put them together and he's in heaven. He hopes to be a strong warrior himself, someday.

EXP	DAGOL	DROP	ENCOUNTER
150	314	HERB EXTRACT	CHARLIE



Character Data

Knight Saber
Element: None

Knight Armor
Element: None

Luck Bracelet
Reference [pg287]

Thought Process: BRAVE > BRAVE > BRAVE

Skill: MAX HP PLUS ★ ☆ ☆ ☆ ☆

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖

BLZ	CON	CUR	PET	DTH
✖	✖	⊙	✖	✖

LV	HP	ATK	DEF	EVA	LCK
10	189	66	86	30	43
25	715	110	128	56	68
50	1592	184	198	100	110
75	2469	258	268	144	152
MAX	3310	330	336	187	192
GRADE	B	B	B	D	C

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Batt
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name	Element	Range
Attack	Right Slash	None	Medium
Attack	Hip Attack	None	Short
Attack	Blow a Kiss	None	Long

Arc	Knock Back	Power	Effect
90	1	0.8	—
60	1	1	Knock Back
0	0.5	0	Confuse 2.0

Gathering Friends

Requirements

Level	Timing
5	THE GUARDIANS

Directions

1. Talk to him.

CHARLIE (CONT.)

SCHEDULE

TIME	LOCATION
0:00	Trainee's Room (2)
6:15	Radiata Castle B1 Hall (2)
6:25	Radiata Castle Small Tower
6:35	Radiata Castle B1 Hall (4)
6:50	Radiata Castle B1 Hall (5)
7:00	Radiata Castle B1 Hall (6)

TIME	LOCATION
7:10	Training Facility
12:10	Radiata Castle B1 Hall (6)
12:20	Radiata Castle B1 Hall (5)
12:30	Radiata Castle B1 Hall (4)
12:45	Radiata Castle Small Tower
13:00	Radiata Castle 1st Floor Hall (2)

TIME	LOCATION
13:15	Radiata Castle 1st Floor Hall (3)
13:25	Radiata Castle 1st Floor Hall (1)
13:30	Information
17:05	Radiata Castle 1st Floor Hall (1)
17:30	Women's Restroom
18:30	Radiata Castle 1st Floor Hall (3)

TIME	LOCATION
18:40	Radiata Castle 1st Floor Hall (2)
18:55	Radiata Castle Small Tower
19:05	Radiata Castle B1 Hall (2)
19:10	Trainee's Room (2



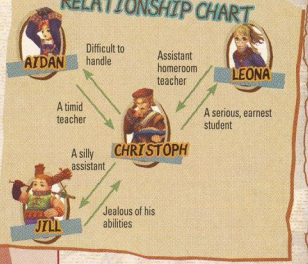
CHRISTOPH ♂

VARETH MAGIC INSTITUTE

Born into a family of book lovers, he has been reading books since he can remember. At sixteen, he entered Vareth to put his knowledge to use, where he made many successful inventions. He is easygoing and amiable, but when he starts to research something, he shuts everyone out.

EXP	DAGOL	DROP	ENCOUNTER
578	45	HERB EXTRACT	CHRISTOPH, APPRENTICE(A), LIGHT GUARDSMAN(A) X2

RELATIONSHIP CHART



CHARACTER DATA

Villhe
Element Wind

Mage's Robe
Element Wind

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
21	298	103	114	53	64
25	414	112	124	61	69
50	1144	173	190	115	106
75	1975	234	255	170	142
MAX	2575	292	318	222	177
GRADE	D	D	C	C	D

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

THOUGHT PROCESS
PASSIVE > PASSIVE > PASSIVE

SKILL
PREVENT CURSE ★ ☆ ☆ ☆ ☆

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Thunderstorm Lv. 1	❶-❸	Wind	Long	0	1	1.4	Knock Back
Attack	Thunderstorm Lv. 2	❶-❸	Wind	Long	0	1	1.5	Knock Back
Attack	Thunderstorm Lv. 3	❶-❸	Wind	Long	0	1	1.6	Knock Back

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
14	FRIEND TUTORIAL

DIRECTIONS

❶	Talk with him between 10:30 and 14:10 in the Vareth Institute's Star Tower Research Lab (2).
❷	Talk to him a couple of times or until he tells you that he needs 5 Gobpakken Seeds and 5 Pointura Threads.
❸	Gather the necessary materials, and then talk to him and Jill in the same room as before.
❹	Agree to give the materials to Christoph.

Losing Access to Light Elf Territory

Gather the necessary materials before the game's split. Once you have chosen the human side of the story, you no longer have access to Fort Helencia and the Elf Region.

SCHEDULE

TIME	LOCATION
0:00	Christoph's Room
5:05	Cache Apartments 1st Floor
5:15	Blue Town of Water and Wisdom (1)
5:35	Blue Town of Water and Wisdom (2)
6:15	Vareth Magic Institute
6:30	Cafeteria
6:50	Star Tower
7:05	Star Tower Interior
7:20	Star Tower Research Lab (2)
14:25	Star Tower Interior
14:35	Star Tower
15:00	Cafeteria

TIME	LOCATION
17:00	Star Tower
17:15	Star Tower Interior
17:25	Star Tower Research Lab (2)
19:50	Star Tower Interior
20:05	Star Tower
20:20	Cafeteria
20:40	Vareth Magic Institute
20:55	Blue Town of Water and Wisdom (2)
21:30	Blue Town of Water and Wisdom (1)
21:55	Cache Apartments 1st Floor
22:10	Christoph's Room



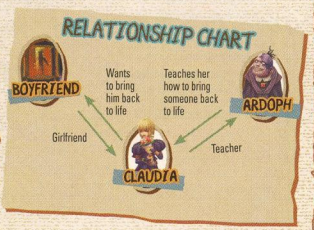
CLAUDIA ♀

VARETH MAGIC INSTITUTE

The love of her life died in an accident, but in the midst of her despair she learned of a way to bring back the dead. Soon thereafter, she entered the Vareth Magic Institute and became an assistant professor. She speaks very quietly with a soft voice. Though she shows little outward emotion, she is actually very moody.

EXP	DAGOL	DROP	ENCOUNTER
684	94	HERB EXTRACT	CLAUDIA, SUBORDINATE MAGE(A) X2, HEAVY GUARDSMAN(A)

RELATIONSHIP CHART



Claudia (cont.)

Character Data

Curozide
Element None

Witch Cloak
Element None

Power Stone
Reference [pg288]

Resistances

POT	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	⊙

LV	HP	ATK	DEF	EVA	LCK
23	329	119	99	99	9
25	385	125	104	104	9
50	1089	200	170	175	9
75	1793	276	235	246	9
MAX	2468	348	298	314	9
GRADE	D	B	D	A	E

Thought Process: STANDARD > STANDARD > STANDARD

Skill: NINE LIVES ★ ★ ☆ ☆ ☆

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Bait
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name	Element	Range
Attack	Energy Drain	None	Long
Arc	**Knock Back**	**Power**	**Effect**
0	0	1	HP Drain, Ignore Guarding

Gathering Friends

Requirements

Level	Timing
18	FRIEND TUTORIAL

Directions

1. Talk to Claudia in the Vareth Magic Institute's Moon Tower Laboratory between 17:10 and 19:00. She tells you that she needs a Blood Orc's Horn.
2. Retrieve a Blood Orc's Horn and give it to Claudia when in the Moon Tower Laboratory.
3. Return to the Moon Tower Laboratory and talk with Claudia on three different occasions.
4. On the third day, Claudia's boyfriend will say her name and she will join your party.

Catch Claudia talking to her dead boyfriend to set things in motion.

Schedule

Time	Location
0:00	Claudia's Residence
5:00	Claudia's Residence
11:00	Cache Apartments 1st Floor
11:10	Blue Town of Water and Wisdom (1)
11:30	Blue Town of Water and Wisdom (2)
12:05	Vareth Magic Institute
12:20	Cafeteria

Time	Location
12:30	Moon Tower
12:40	Moon Tower Interior
13:20	Moon Towre Research Lab (3)
16:45	Moon Tower Interior
16:55	Moon Tower Laboratory
20:45	Moon Tower Interior
21:30	Moon Tower

Time	Location
21:40	Cafeteria
21:50	Vareth Magic Institute
22:05	Blue Town of Water and Wisdom (2)
22:40	Blue Town of Water and Wisdom (1)
23:05	Cache Apartments 1st Floor
23:20	Claudia's Residence



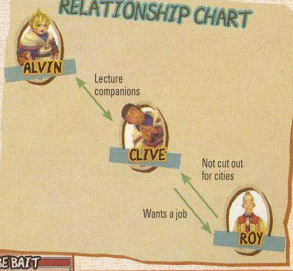
Clive ♂

Olacion Order

Clive is a follower of the Olacion Order. Known as a prodigy in his hometown, he entered the priest guild in hopes of becoming a doctor. He was stunned when he discovered people brighter and more skilled than he. However, he is now working hard to catch up to his rivals. He is generally very laid back and does things at his own pace.

EXP	DAGOL	DROP	ENCOUNTER
11	13	HERB EXTRACT	CLIVE, HEAVY GUARDSMAN(A) X3

Relationship Chart



Character Data

Robe of Order
Element None

Elephant Crest
Reference [pg288]

Thought Process: TIMID > TIMID > TIMID

Skill: EVASION PLUS ★ ☆ ☆ ☆ ☆

Resistances

POT	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
1	77	30	38	17	25
25	626	79	95	60	73
50	1198	130	155	104	124
75	1770	181	214	149	175
MAX	2319	230	272	192	223
GRADE	D	E	D	D	B

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Bait
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name	Element	Range
Attack	Poison Gas	None	Long
Restore	Recovery Ray SE	None	—
Arc	**Knock Back**	**Power**	**Effect**
0	0.5	0.5	Poison 1.0
—	—	—	Restores 40% of Target's Maximum HP

Gathering Friends

Requirements

Level	Timing
—	FRIEND TUTORIAL

Directions

1. Joins automatically.

Clive is the first of many to join your list of friends!

Schedule

Time	Location
0:00	Clive's Home
7:10	Path of Insanity and Fanaticism
7:25	White Town of Stars and Faith
8:15	Olacion Order Shrine (1)
8:25	Olacion Order Chapel

Time	Location
10:20	Olacion Order Shrine (1)
11:05	Castle Gate
11:20	Information
13:10	Castle Gate
13:30	Olacion Order Shrine (1)

Time	Location
14:10	White Town of Stars and Faith
18:15	Path of Swords and Wisdom
21:30	White Town of Stars and Faith
22:10	Path of Insanity and Fanaticism
22:25	Clive's Home



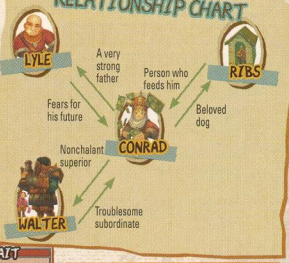
Conrad ♂

THEATER VANCOOR

Conrad is the only son of Lyle, president of the JFT Co. JFT is the exclusive supplier of arms to the Radiara Knights. Conrad has problems understanding the poor—but he can't help it, as he was spoiled his entire life. His father made him enter Theater Vancoor. He is a member of Walter's Squad, and spends most of his time trying to avoid work as much as possible.

EXP	DAGOL	DROP	ENCOUNTER
80	191	CURE DROP	CONRAD

RELATIONSHIP CHART



CHARACTER DATA

Iron Spear
Element None

Crocogator Skin
Element Water

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	●
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
7	187	54	49	39	46
25	676	100	94	65	82
50	1355	164	156	101	132
75	2034	228	219	138	183
MAX	2687	290	279	173	232
GRADE	C	D	D	D	B

THOUGHT PROCESS
PASSIVE > TIMID > TIMID

SKILL
NINE LIVES ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	1 Sweep Thrust	None	Medium
Attack	2 Radial Sweep	None	Medium

ARC	KNOCK BACK	POWER	EFFECT
200	1	0.9	—
200	1.3	1.1	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
2	LINK TUTORIAL

DIRECTIONS

❶ Talk to Conrad.

Conrad gives you 1000 Dagols when you recruit him.

SCHEDULE

TIME	LOCATION
0:00	Conrad's Residence
5:10	Lyle's Mansion
7:35	Vancoor Square
7:40	Yellow Town of Sun and Glory (2)
8:20	Yellow Town of Sun and Glory (1)
8:30	Theater Vancoor 1st Floor
8:55	Theater Vancoor Basement 1st Floor
9:05	The Quintom Squad Locker Room
12:10	Theater Vancoor Basement 1st Floor
12:25	Theater Vancoor 1st Floor
12:45	Yellow Town of Sun and Glory (1)
12:55	Yellow Town of Sun and Glory (2)
13:05	Begin Eatery
13:20	Begin Eatery 2nd Floor
16:10	Begin Eatery
16:25	Yellow Town of Sun and Glory (2)
16:35	Vancoor Square
17:10	Lyle's Mansion
19:00	Conrad's Residence
22:00	Conrad's Residence



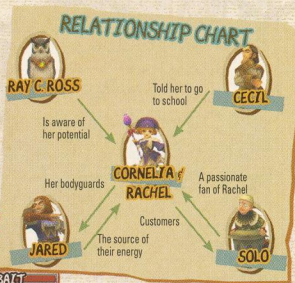
Cornelia & Rachel ♀

VARETH MAGIC INSTITUTE

Cornelia is a girl with a great talent for magic. Born in a farming town far from Radiara, she entered Vareth at the age of twelve. Ray and Cecil immediately noticed her potential. However, she lacks the control needed to perform great magic. She is very curious and precocious. Each night, she transforms into an adult and sings the night away.

EXP	DAGOL	DROP	ENCOUNTER
150	217	HERB EXTRACT	CORNELIA OR RACHEL, APPRENTICE(A), LIGHT GUARDSMAN(A) X2

RELATIONSHIP CHART



CHARACTER DATA

Wellness
Element Wind

Magical Dress
Element Wind

Magical Dress
Element None

Power Stone
Reference [Pg288]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	●

LV	HP	ATK	DEF	EVA	LCK
10	155	69	55	47	3
25	466	111	98	89	13
50	984	182	171	160	32
75	1503	253	244	231	50
MAX	2001	322	314	300	67
GRADE	E	C	C	A	E

THOUGHT PROCESS
BRAVE > BRAVE > TIMID

SKILL
PREVENT FREEZE ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME		ELEMENT	RANGE
Attack	Barrier Tornado	❶~❻	Wind	Short

ARC	KNOCK BACK	POWER	EFFECT
360	1.3	1.4	Knock Back

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	FRIEND TUTORIAL

DIRECTIONS

❶ Watch Cornelia transform into Rachel at 19:05 in the Town of Night and Lust.

Watch Cornelia's transformation, and then recruit her using blackmail.

Cornelia & Rachel (cont.)

Schedule

Time	Location
0:00	Faid General Store
0:25	Black Town of Night and Lust
1:05	Path to the Beast Pit
1:55	Blue Town of Water and Wisdom (2)
2:15	Leopearl Apartments 1st Floor
2:25	Leopearl Apartments 2nd Floor
2:35	Residence
2:50	Leopearl Apartments 2nd Floor
2:55	Leopearl Apartments 1st Floor
3:05	Blue Town of Water and Wisdom (2)
3:15	Black Rose General Store
4:00	Blue Town of Water and Wisdom (2)
4:10	Leopearl Apartments 1st Floor
4:20	Leopearl Apartments 2nd Floor
4:30	Residence
7:00	Residence
9:05	Leopearl Apartments 2nd Floor
9:10	Leopearl Apartments 1st Floor
9:20	Blue Town of Water and Wisdom (2)
9:40	Vareth Magic Institute
9:55	Cafeteria
10:05	Moon Tower
10:15	Moon Tower Interior
10:25	Moon Tower Research Lab (2)
12:45	Moon Tower Interior
12:55	Moon Tower
13:05	Cafeteria
13:15	Vareth Magic Institute
13:30	Blue Town of Water and Wisdom (2)
13:45	Path to the Beast Pit
14:20	Black Town of Night and Lust
15:15	Beast Pit (2-1-4-3)
15:50	Alkaico General Store
17:40	Beast Pit (3-4-1-2)
18:40	Black Town of Night and Lust
19:50	Red Lotus Metropolis
20:00	Red Lotus Metropolis Party Room
23:05	Red Lotus Metropolis
23:15	Black Town of Night and Lust
23:55	Faid General Store



Cosmo ♂

Olacion Order

Cosmo is a priest of the Olacion Order. Coming from a devout family of believers, no one was surprised when he entered the priest guild. He trains hard and has become a very skilled monk. His thoughts are always with the gods. His deeply held religious beliefs govern his every word and deed.

EXP	DAGOL	DROP	ENCOUNTER
150	286	HERB EXTRACT	COSMO

Relationship Chart



Character Data



Monk's Robe
Element None



Protect Shell
Reference [pg287]

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
15	302	86	84	77	89
25	632	110	111	88	96
50	1459	171	179	118	116
75	2286	232	247	147	136
MAX	3080	390	313	176	154
GRADE	B	D	C	D	E

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Bait
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type		Name	Element	Range
Attack	1	Left Jab	None	Short
Attack	2	Right Straight	None	Short
Attack	3	Twisting Kick	None	Short

Arc	Knock Back	Power	Effect
40	0.5	0.7	—
40	1	0.8	—
120	1	1	—

Thought Process: PASSIVE > BRAVE > BRAVE

Skill: NINE LIVES ★ ☆ ☆ ☆ ☆

Gathering Friends

Requirements

Level	Timing
10	FRIEND TUTORIAL

Directions

1. Talk to Cosmo.

Recruits

Schedule

Time	Location
0:00	Cosmo's House
7:10	White Town of Stars and Faith
7:15	Olacion Order Shrine (1)
7:40	Universal Tree Hallway
7:55	Cosmo's Room
12:25	Universal Tree Hallway
12:45	Olacion Order Chapel
12:55	Mortal Tree Hallway
13:20	Confessional (2)
15:10	Mortal Tree Hallway
15:35	Olacion Order Chapel
18:50	Olacion Order Shrine (1)
19:00	Olacion Order Shrine (2)
22:50	Olacion Order Shrine (1)
23:00	White Town of Stars and Faith
23:20	Cosmo's House



Curtis ♂

Vareth Magic Institute

Curtis is the eldest member of the Vareth Magic Institute. He's a genius who has made many contributions to the world of magic. He established the current magic system. He looks intimidating and strict but is actually very easy to talk to. His mustache is one of his best features.

EXP	DAGOL	DROP	ENCOUNTER
2680	341	CLEANSING STONE, LUCK BERRY	CURTIS, LIGHT GUARDSMAN(A) X3

Relationship Chart



Curtis (cont.)

Character Data

Ares Salute	
Element	Fire
Great Mage Robe	
Element	None
Magic Mirror	
Reference	[Pg289]

Resistances

POI	PAR	BLD	BND	FRZ
⊙	⊙	⊙	⊙	⊙
BLZ	**CON**	**CUR**	**PET**	**DTH**
⊙	⊙	⊙	⊙	⊙

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
49	2010	214	135	195	178
50	2046	217	137	196	181
75	2953	303	209	244	260
MAX	3824	386	279	290	336
GRADE	A	A	D	A	A

Thought Process: STANDARD > STANDARD > STANDARD

Skill: SAVE VOLTY ★ ★ ★ ☆ ☆

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Batt
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	IMPOSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name	Element	Range
Attack	Explosion	Fire	Long
Volty	Ancient Fire	None	—

ARC	Knock Back	Power	Effect
0	0.5	1.9	Blaze 1.0, Knock Down
—	1.3	4.7	Knock Back

Schedule

Time	Location
0:00	Curtis' Residence
0:45	Blue Town of Water and Wisdom (1)
0:55	Blue Town of Water and Wisdom (2)
1:30	Vareth Magic Institute
1:50	Cafeteria
2:10	Star Tower
2:15	Star Tower—President's Office
2:20	President's Office
4:45	President's Office—Moon Tower
4:55	Moon Tower
5:05	Moon Tower Interior
5:40	Moon Tower Research Lab (1)
9:15	Moon Tower Interior
9:45	Moon Tower
9:55	Cafeteria
10:15	Star Tower
10:25	Star Tower Interior
11:25	Observatory
20:20	Star Tower Interior
21:15	Star Tower
21:25	Cafeteria
21:45	Vareth Magic Institute
22:00	Blue Town of Water and Wisdom (2)
22:30	Blue Town of Water and Wisdom (1)
22:40	Curtis' Residence
23:00	Curtis' Residence

Gathering Friends

Requirements

Level	Timing
—	The Paintings

Directions

1. Recruit all the characters from the Vareth Magic Institute (see below).
2. Talk to Curtis in the Observatory between 11:40 and 20:00.

Name	Page
Aidan	[pg19]
Ardoph	[pg23]
Cecil	[pg27]
Christoph	[pg28]
Claudia	[pg28]
Cornelia	[pg30]
Derek	[pg34]
Dimitri	[pg35]
Ernest	[pg41]
Faraus	[pg42]
Felix	[pg43]
Franklin	[pg45]
Genius	[pg47]
Jill	[pg56]
Johan	[pg58]
Leona	[pg60]
Marietta	[pg63]
Morgan	[pg65]
Ursula	[pg81]

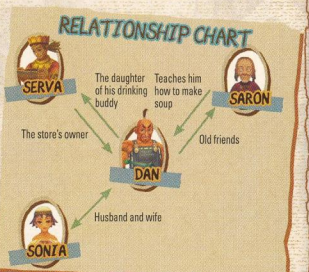


Dan ♂

No Affiliation

Dan is the Owner of Club Vampire in the Black Town of Night and Lust. He is also an ex-manager of the Void Community. Though he was once a rival of Servia's father in his bandit days, they are now drinking buddies. He is also teaching Servia some tricks of the trade, such as martial arts and trap-building. He is a hearty man who makes hasty decisions with little forethought.

EXP	DAGOL	Drop	Encounter
51	210	MUSTARD POWDER	DAN



Character Data

Flying Foot	
Element	None
Bottle	
Element	None
Cook's Apron	
Element	None
Skill Upper	
Reference	[pg287]

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
8	196	61	48	25	36
25	679	110	79	44	73
50	1390	182	126	73	128
75	2102	255	173	101	183
MAX	2785	325	218	129	236
GRADE	C	C	E	E	B

Thought Process: BRAVE > BRAVE > BRAVE

Skill: COLOSSAL POWER ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Batt
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name	Element	Range
Attack	Downward Swing	None	Short
Attack	Rotating Spin	None	Short
Restore	Have a Drink	—	—
Other	The Hiccups	—	—

ARC	Knock Back	Power	Effect
40	0.5	1.2	—
200	1	0.8	—
—	—	—	Restores 30% of Dan's Maximum HP
—	—	—	—

Schedule

Time	Location
0:00	Club Vampire
9:15	Beast Pit (3)
9:30	Dan's Residence
14:00	Dan's Residence
16:05	Beast Pit (3)
16:15	Club Vampire

Gathering Friends

Requirements

Level	Timing
3	Friend Tutorial

Directions

1. Talk to Dan and he will ask you to retrieve Old Lady Saron's soup recipe.
2. Retrieve the Recipe from Saron in Tria Village.
3. Return to Dan and give him the recipe.



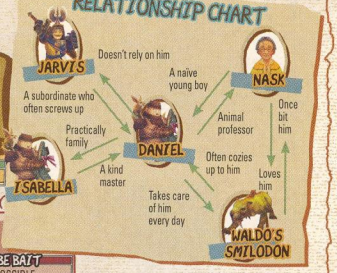
Daniel ♂

THEATER VANCOOR

Daniel is a member of Jarvis' squad in Theater Vancoor. Although he has few skills, he has a lot of knowledge that he passes on to Jack. He is clumsy and easily scared, but never betrays people or shows hateful feelings. He is well liked by those around him. He has a pet Crocogator named Isabella.

EXP	DAGOL	DROP	ENCOUNTER
178	222	COOLING SPRAY	DANIEL

RELATIONSHIP CHART



CHARACTER DATA



Iron Axe
Element None



Plate Armor
Element None



Luck Bracelet
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
11	306	69	70	31	45
25	735	104	102	56	71
50	1501	166	161	101	118
75	2267	229	220	145	165
MAX	3003	290	277	188	210
GRADE	C	D	D	D	C

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	1 Tree Chopper	None	Short
Attack	2 Daniel Blow	None	Short

ARC	KNOCK BACK	POWER	EFFECT
90	0.5	0.8	—
40	1.3	1.2	—

THOUGHT PROCESS
BRAVE > TIMID > TIMID

SKILL
MAX HP PLUS ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	LINK TUTORIAL

SUB MISSION
VEXATIOUS VERMIN

DIRECTIONS

1. Talk to Daniel.

SCHEDULE

TIME	LOCATION
0:00	Daniel's House
1:00	Daniel's House
6:45	Vancoor Square
6:55	Yellow Town of Sun and Glory (2)
7:05	Yellow Town of Sun and Glory (1)
7:10	Theater Vancoor 1st Floor
7:25	Theater Vancoor Basement 1st Floor

TIME	LOCATION
7:35	The Hecton Squad Locker Room
12:50	Theater Vancoor Basement 1st Floor
13:10	Theater Vancoor 1st Floor
13:30	Yellow Town of Sun and Glory (1)
13:40	Yellow Town of Sun and Glory (2)
13:50	Begin Eatery
14:05	Begin Eatery 2nd Floor

TIME	LOCATION
15:15	Begin Eatery
15:30	Yellow Town of Sun and Glory (2)
15:40	Yellow Town of Sun and Glory (1)
15:55	Path of Swords and Wisdom
16:55	White Town of Stars and Faith
17:35	Waldo General Store
21:00	White Town of Stars and Faith

TIME	LOCATION
21:40	Path of Swords and Wisdom
22:40	Yellow Town of Sun and Glory (1)
22:55	Yellow Town of Sun and Glory (2)
23:05	Vancoor Square
23:25	Daniel's House



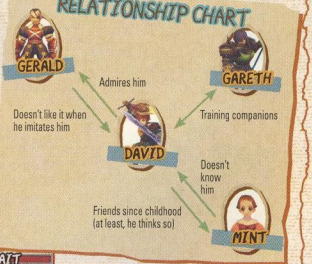
David ♂

THEATER VANCOOR

David is a high-ranking warrior of Theater Vancoor. His life is about being a warrior and his goal is to be like Gerald. He admires Gerald so much that he is turning into his clone. He appears bored when the encountered enemy is weak, but he becomes excited when the enemy is strong. He is a member of the Septimo Squad.

EXP	DAGOL	DROP	ENCOUNTER
630	286	HERB EXTRACT S	DAVID

RELATIONSHIP CHART



CHARACTER DATA



Flame Blade
Element Fire



Air Blade
Element Air



Crocogator Skin
Element Water



Toughness Bangle
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	●
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
22	463	112	120	48	71
25	560	120	128	54	76
50	1369	194	196	109	118
75	2178	267	265	163	161
MAX	2956	338	330	216	202
GRADE	C	B	B	C	C

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	1 Short Slash	Wind	Medium
Attack	2 Great Slash	Fire	Medium

ARC	KNOCK BACK	POWER	EFFECT
90	0.5	0.9	—
90	1	1.2	Blaze 1.0

THOUGHT PROCESS
BRAVE > BRAVE > BRAVE

SKILL
100T BODY ★ ★ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
17	LINK TUTORIAL

DIRECTIONS

1. Talk to David. He asks you to deliver a letter to Mint.
2. Deliver David's letter to Mint. She can be found in the Septem Region (2) before 10:00, and Tria Village after 10:00.
3. Talk to David again when he is not training.

David (cont.)

Schedule

Time	Location	Time	Location	Time	Location	Time	Location
0:00	David's Residence	8:45	Theater Vancoor 2nd Floor	12:25	Yellow Town of Sun and Glory (2)	19:20	Theater Vancoor 2nd Floor
1:00	David's Residence	9:00	Theater Vancoor 1st Floor	12:35	Yellow Town of Sun and Glory (1)	19:30	Training Facility
5:10	Path of Swords and Wisdom	9:15	Yellow Town of Sun and Glory (1)	12:50	The Survivor Armory	22:20	Theater Vancoor 2nd Floor
5:40	Theater Vancoor 2nd Floor	9:25	Yellow Town of Sun and Glory (2)	18:45	Yellow Town of Sun and Glory (1)	22:30	Path of Swords and Wisdom
5:50	Training Facility	9:35	Begin Eatery	19:00	Theater Vancoor 1st Floor	23:10	David's Residence



Dennis ♂

Theater Vancoor

Dennis is a corporal of Theater Vancoor. He has heavy responsibilities working under Alicia. Highly skilled, he is famous for producing results despite long odds. He does not like to be noticed, and does not like to meet people. He is a very responsible person who enjoys taking care of plants and animals

EXP	DAGOL	DROP	ENCOUNTER
311	214	HERB EXTRACT	DENNIS

Relationship Chart



Character Data



Psycho Edge
Element None



Crocogator Skin
Element Water

Resistances

POT	PAR	BLD	BND	FRZ
✖	✖	✖	✖	●
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
15	265	87	90	51	49
25	535	117	123	72	68
50	1211	192	207	126	117
75	1887	268	291	181	166
MAX	2536	340	372	233	212
GRADE	D	B	A	B	C

Thought Process: BRAVE > TIMID > TIMID

Skill: PREVENT CURSE ★ ★ ☆ ☆ ☆

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Daft
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name	Element	Range
Attack 1	Upper Slash	None	Medium
Attack 2	Throat Thrust	None	Medium

Arg	Knock Back	Power	Effect
40	0.6	1.2	Knocks Upward
40	1	1.2	Bind 1.0, Knock Back

Gathering Friends

Requirements

Level	Timing
10	AFTER FRIEND TUTORIAL, BEFORE PEOPLE BEGIN TO CHANGE

Directions

1. Learn about the Evening Bloom flower from Dennis. Talk with him between 8:10 and 10:50 or 17:30 and 20:20 in the Triton Squad Locker Room.
2. Retrieve the Evening Bloom from the Elf Region (2) at night, between 19:00 and 5:05.
3. Give the Evening Bloom to Dennis.

Schedule

Time	Location	Time	Location	Time	Location	Time	Location
0:00	Radiata Lupus Gate Entrance	11:10	Theater Vancoor 1st Floor	13:35	Theater Vancoor 1st Floor	20:40	Theater Vancoor 1st Floor
7:10	Yellow Town of Sun and Glory (1)	11:25	Yellow Town of Sun and Glory (1)	13:50	Theater Vancoor 2nd Floor	20:55	Yellow Town of Sun and Glory (1)
7:35	Theater Vancoor 1st Floor	11:35	Yellow Town of Sun and Glory (2)	14:00	Training Facility	21:20	Radiata Lupus Gate Entrance
7:50	Theater Vancoor 2nd Floor	11:45	Begin Eatery	17:10	Theater Vancoor 2nd Floor		
8:00	The Triton Squad Locker Room	13:15	Yellow Town of Sun and Glory (2)	17:20	The Triton Squad Locker Room		
11:00	Theater Vancoor 2nd Floor	13:25	Yellow Town of Sun and Glory (1)	20:30	Theater Vancoor 2nd Floor		



Derek ♂

Vareth Magic Institute

Derek is an assistant professor at the Vareth Magic Institute. His specialty is spiritual arts of the fire attribute. He is built like his father, but instead of martial arts, he became fascinated with magic and decided to enter Vareth. Although hot-tempered, he does think carefully before taking any action.

EXP	DAGOL	DROP	ENCOUNTER
1274	198	HERB EXTRACT	DEREK, APPRENTICE(A), LIGHT GUARDSMAN(A) X2

Relationship Chart



Character Data



Aldore
Element Fire



Mage's Robe
Element Fire

Resistances

POT	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
⊙	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
32	699	158	165	82	110
50	1221	206	209	109	132
75	1946	272	271	148	163
MAX	2642	337	331	186	194
GRADE	D	B	B	D	C

Thought Process: BRAVE > BRAVE > BRAVE

Skill: SHARP EDGE ★ ★ ☆ ☆ ☆

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Daft
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Gathering Friends

Requirements

Level	Timing
—	PEOPLE BEGIN TO CHANGE

Directions

1. Talk to Ray C. Ross. As the president of the Vareth Magic Institute, he assigns both Derek and Felix to assist you.
2. Talk to Derek.

DEREK (CONT.)

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Fireball Lv.1		Fire	Long	0	0.5	1.7	Blaze 1.0
Attack	Fireball Lv.2	1 hit	Fire	Long	0	0.5	1.9	Blaze 1.1
		3 hits	Fire	Long	0	0.5	1.7	Blaze 1.0
Attack	Fireball Lv.3	5 hits	Fire	Long	0	0.5	1.9	Blaze 1.1

SCHEDULE

TIME	LOCATION
0:00	Derek's Residence
3:00	Derek's Residence
9:45	Cache Apartments 2nd Floor
9:50	Cache Apartments 1st Floor
10:00	Blue Town of Water and Wisdom (1)

TIME	LOCATION
10:20	Blue Town of Water and Wisdom (2)
10:50	Vareth Magic Institute
11:10	Cafeteria
12:55	Star Tower
13:05	Star Tower Interior

TIME	LOCATION
13:45	Star Tower Research Lab (3)
17:40	Star Tower Interior
18:20	Star Tower
18:30	Cafeteria
18:45	Vareth Magic Institute

TIME	LOCATION
19:00	Blue Town of Water and Wisdom (2)
21:55	Blue Town of Water and Wisdom (1)
22:20	Cache Apartments 1st Floor
22:30	Cache Apartments 2nd Floor
22:40	Derek's Residence



DIMITRI ♂

VARETH MAGIC INSTITUTE

Dimitri is an assistant professor at the Vareth Magic Institute. He was born with weak eyesight that was later corrected by a sight-strengthening machine developed by a Vareth technician. He subsequently entered the guild and became an assistant professor. He is a perfectionist who becomes enraged when people stand between him and his goals.

EXP	DAGOL	DROP	ENCOUNTER
274	211	HERB EXTRACT	DIMITRI, SUBORDINATE MAGE(A) X2, HEAVY GUARDSMAN(A)

RELATIONSHIP CHART



CHARACTER DATA

Windmill
Element None

Mage's Robe
Element None

Magic Mirror
Reference [pg289]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	⊙

LV	HP	ATK	DEF	EVA	LCK
14	428	81	98	41	12
25	764	111	138	64	17
50	1527	181	229	117	28
75	2291	251	320	170	40
MAX	3024	317	407	221	51
GRADE	B	C	A	C	E

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Dark Meteor	None	Long
ARC	**KNOCK BACK**	**POWER**	**EFFECT**
0	1	1.7	Knock Back

THOUGHT PROCESS
TIMID > PASSIVE > BRAVE

SKILL
BAD CARRIER ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	THE RED LION

SUB MISSION
THE ALIEN MONSTER

DIRECTIONS
❶ Talk to him.

Talk to Dimitri after helping him eradicate an unwanted monster.

SCHEDULE

TIME	LOCATION
0:00	Dimitri's Residence
1:00	Dimitri's Residence
8:05	Cache Apartments 1st Floor
8:10	Blue Town of Water and Wisdom (1)
8:50	Olacion Order Shrine (2)
9:35	Olacion Order Shrine (1)

TIME	LOCATION
10:15	Path to the Sun
10:35	Vancoor Square
11:10	Yellow Town of Sun and Glory (2)
11:20	Begin Eatery
17:30	Yellow Town of Sun and Glory (2)
17:40	Vancoor Square

TIME	LOCATION
18:15	Path to the Sun
18:35	Olacion Order Shrine (1)
19:20	Olacion Order Shrine (2)
20:00	Blue Town of Water and Wisdom (1)
20:40	Cache Apartments 1st Floor
20:50	Dimitri's Residence



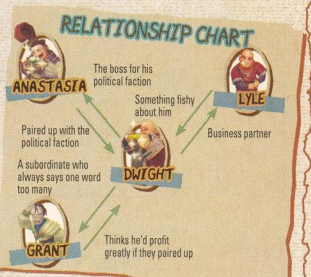
DWIGHT ♂

OLACION ORDER

Dwight is a bishop of the Olacion Order and a member of Anastasia's faction. He has no sense when it comes to money because he grew up with more than he could spend in one lifetime. His wealth is more important to him than the lives of others. He is an ungenerous man who spends his money only on himself.

EXP	DAGOL	DROP	ENCOUNTER
128	130	FLEE BALL	DWIGHT, HEAVY GUARDSMAN(A) X3

RELATIONSHIP CHART



Dwight (cont.)

Character Data

Dry Cloak	
Element	Earth
Beckoning Cat	
Reference	[pg288]

Resistances

POI	PAR	BLD	BND	FRZ
●	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
20	338	91	105	9	84
25	505	103	117	13	93
50	1344	168	178	37	143
75	2183	233	240	61	192
MAX	2988	295	298	85	239
GRADE	C	D	D	E	B

Thought Process: PASSIVE > TIMID > TIMID

Skill: PREVENT STEAL ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

TYPE	NAME	ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Bad Breath	None	Short	90	1	1	Confuse 2.0
Restore	Recovery Ray SE	—	—	—	—	—	Restores 40% of Target's Maximum HP
Attack	Fog of Poison SE	Earth	Long	0	0.5	0.5	Poison 3.0

Gathering Friends

Requirements

Level	Timing
15	JACK'S FIRST MISSION

Sub Mission: SMILODON FANG

Directions

1. Walk into the Confessional (2) between 18:00 and 22:00.
2. Listen to Dwight's confession.
3. Talk to Dwight.

Schedule (Normal)

Time	Location
0:00	Dwight's Residence
2:00	Dwight's Residence
9:00	Olacion Order Shrine (2)
9:35	Mortal Tree Hallway
9:50	Dwight's Room

Time	Location
17:15	Mortal Tree Hallway
17:30	Olacion Order Shrine (2)
17:45	Olacion Order Shrine (1)
18:20	Path to the Sun
18:50	Vancoor Square

Time	Location
19:05	Lyle's Mansion
19:30	Inside Lyle's Mansion
20:30	Lyle's Mansion
20:55	Vancoor Square
21:10	Path to the Sun

Time	Location
21:40	Olacion Order Shrine (1)
22:30	Olacion Order Shrine (2)
23:10	Dwight's Residence

Schedule (Recruitment is Possible)

Time	Location
0:00	Dwight's Residence
2:00	Dwight's Residence
9:00	Olacion Order Shrine (2)

Time	Location
9:35	Mortal Tree Hallway
9:50	Dwight's Room
17:15	Mortal Tree Hallway

Time	Location
17:30	Olacion Order Shrine (2)
17:40	Olacion Order Shrine (1)
17:50	Confessional (1)

Time	Location
22:10	Olacion Order Shrine (1)
22:25	Olacion Order Shrine (2)
23:10	Dwight's Residence

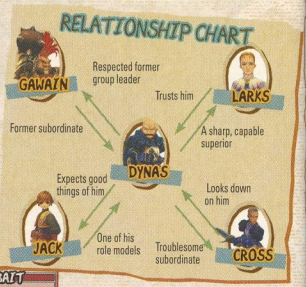


Dynas ♂

Radiata Castle

Dynas was formerly a subordinate of Gawain in the Rouge Lion brigade, where he trained exhaustively. Gawain taught him well, and despite all expectations, he became a surprisingly capable knight. However, he has a tendency to over-think problems, making him excessively cautious.

EXP	DAGOL	DROP	ENCOUNTER
1858	301	ANALYSIS BALL, LIFE BERRY	DYNAS



Character Data

Earth Crusher	
Element	Earth
Valiant Mail	
Element	None

Resistances

POI	PAR	BLD	BND	FRZ
▲	▲	●	●	▲
BLZ	**CON**	**CUR**	**PET**	**DTH**
●	●	●	●	⊙

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
45	1304	235	211	163	192
—	—	—	—	—	—
—	—	—	—	—	—
Max	1304	235	211	163	192
Grade	—	—	—	—	—

Thought Process: STANDARD > STANDARD > STANDARD

Skill: COLOSSAL POWER ★ ★ ★ ★ ☆

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

TYPE	NAME	ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	1 Front Strike	Earth	Medium	120	1	1	—
Attack	2 Reverse Strike	Earth	Medium	120	1	1.1	—
Attack	3 Heavenly Strike	Earth	Medium	40	0.5	1.2	—
Attack	4 Revolving Strike	Earth	Medium	40	1.3	1.3	—
Volty	Hurricane Lion	None	—	—	0.5	4	—

Gathering Friends

Requirements

Level	Timing
—	WIND VALLEY

Directions

1. Leave an empty slot in your party when you go to fight the Wind Dragon

Before departing, empty out your most useless party member.

Dynas (cont.)

Dynas is a very powerful character. Unfortunately, gaining him does not mean that you get to keep him. Assuming you have room in your party, Dynas will help you battle the Wind Dragon's first form. After that, Dynas will back down and you must continue on without him. After the battle, you will not be able to use Dynas again. This is a one-time deal.

Schedule

Time	Location
0:00	Dynas's Room
13:10	Radiata Castle 4th Floor Hall (3)
13:30	Radiata Castle 3rd Floor Hall (4)
13:35	Radiata Castle 3rd Floor Hall (3)
13:50	Knight Meeting Room
19:20	Radiata Castle 3rd Floor Hall (3)
19:35	RRadiata Castle 3rd Floor Hall (4)
19:40	Radiata Castle 4th Floor Hall (3)
20:00	Dynas's Room



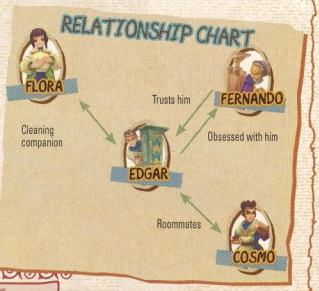
Edgar ♂

Olacion Order

Edgar is a follower of the Olacion Order. He grew up as a normal boy, destined to carry on the family business. However, one day he saw Fernando fighting, and he joined the priest guild to follow in the steps of his new hero. He can focus intently on one thing, but when he does so, he tends to block out everything else around him.

EXP	DAGOL	DROP	ENCOUNTER
124	284	HERB EXTRACT	EDGAR, HEAVY GUARDSMAN(A) X3

Relationship Chart



Character Data

Robe of Order
Element None

Miracle Amulet

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	▲	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	●	✖	✖

LV	HP	ATK	DEF	EVA	LCK
9	218	60	58	58	42
22	25	650	94	60	35
50	1325	149	153	89	57
75	2001	203	211	118	79
MAX	2650	255	267	146	100
GRADE	D	E	D	E	E

Thought Process
PASSIVE > PASSIVE > TIMID

Skill
FIERCE DEFENSE ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Batt
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name	Element	Range
Attack	Fossilize Gas	None	Long
Cure	Cure Petrify	—	—
Cure	Purified Tears SE	—	—
Restore	Recovery Ray SE	—	—

Arc	Knock Back	Power	Effect
0	0.5	0.5	Petrify 1.5
—	—	—	Cure Petrify
—	—	—	Cures All Party Member Afflictions
—	—	—	Restores 40% of Maximum HP

Gathering Friends

Recruits

Requirements

Level	Timing
4	FRIEND TUTORIAL

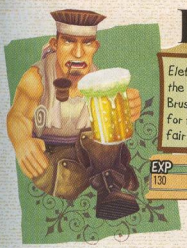
Directions

1. Talk to Edgar about Fernando's belt in the Olacion Order Shrine (1) between 13:50 and 17:00.
2. Retrieve the Worn Belt from the bucket in the corner of Fernando's Room.
3. Ask Fernando about his Worn Belt.
4. Give the Worn Belt to Edgar.

Catch Fernando before the belt is thrown away to keep Edgar from getting upset.

Schedule

Time	Location
0:00	Edgar's House
5:10	White Town of Stars and Faith
5:15	Olacion Order Shrine (1)
5:25	Olacion Order Shrine (2)
10:20	Olacion Order Shrine (1)
10:45	Universal Tree Hallway
13:35	Olacion Order Shrine (1)
17:40	Olacion Order Chapel
19:45	Olacion Order Shrine (1)
19:55	White Town of Stars and Faith
20:10	Edgar's House
23:00	Edgar's House



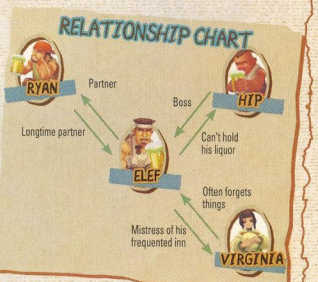
Elef ♂

No Affiliation

Elef is the foreman of the bridge-building gang. No one else in Radiata has the skills he possesses, so he receives special treatment from the court. Brusque and dismissive, he is often seen picking fights and causing trouble for those around him. However, with people he respects he can be very fair and generous.

EXP	DAGOL	DROP	ENCOUNTER
130	65	HERB EXTRACT	ELEF

Relationship Chart



Elef (cont.)

Character Data

Tobacco Pipe
Element None

Work Clothes
Element None

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
10	352	55	62	36	29
25	783	98	101	57	55
50	1502	171	167	93	100
75	2220	244	232	129	144
MAX	2911	315	296	164	187
GRADE	C	C	D	E	D

Thought Process: BRAVE > BRAVE > BRAVE

Skill: PREVENT BLAZE ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

TYPE	NAME	ELEMENT	RANGE
Attack	Pipe Smash	None	Short
Other	Break Time	—	—

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1	—
—	—	—	—

Gathering Friends

Requirements

LEVEL	TIMING
5	AFTER JACK'S FIRST MISSION, BEFORE AN ECCENTRIC VISITOR

Sub Mission: BEASTS BY THE BRIDGE

Directions

1. Talk to Elef at the bridge in the Dorse Region – Adien Region about the Bridge's Blueprints.
2. Talk to Virginia in the Peaceful Pony Inn.
3. Return to Elef with the Bridge's Blueprints.
4. Talk to Elef again when the bridge is complete.

Schedule (Before Meeting Parsec)

TIME	LOCATION
0:00	In the shed
6:20	Dorse Region—Adien Region
13:15	In the shed
15:20	Dorse Region—Adien Region
21:15	In the shed

Schedule (After Meeting Parsec)

TIME	LOCATION
0:00	Peaceful Pony Inn Diner
2:15	Peaceful Pony Inn
2:30	Peaceful Pony Inn 2nd Floor
2:40	Elef's Room
12:10	Peaceful Pony Inn 2nd Floor
12:25	Peaceful Pony Inn
12:30	Peaceful Pony Inn Diner

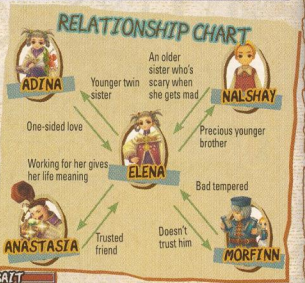


Elena

Olacion Order ♀

Elena is a priestess of the Olacion Order. She and her twin sister, Adina, serve Anastasia and are always found by her side. She was brought up to be an elite doctor specifically to provide medical care to the Ryans. She is very talkative and has a violent temper. She would give her life for Anastasia.

EXP	DAGOL	DROP	ENCOUNTER
91	150	MUD POWDER	ELENA, HEAVY GUARDSMAN(A) X3



Character Data

Robe of Order
Element None

Pluto's Trophy
Reference [pg288]

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
17	265	81	62	45	49
25	469	101	87	62	62
50	1106	165	166	115	106
75	1744	228	245	168	150
MAX	2356	289	322	220	192
GRADE	D	D	B	C	C

Thought Process: BRAVE > BRAVE > BRAVE

Skill: PREVENT STEAL ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

TYPE	NAME	ELEMENT	RANGE
Attack	Poison Gas	None	Long
Attack	Fog of Chaos SE	None	Long
Restore	Recovery Ray SE	—	—
Attack	Waving Wind SE	None	Long

ARC	KNOCK BACK	POWER	EFFECT
0	0.5	0.5	Poison 2.0
0	0.5	0.3	Confuse 3.0
—	—	—	Restores 40% of Target's Maximum HP
0	0.5	0.3	Curse 3.0

Gathering Friends

Requirements

LEVEL	TIMING
12	COMPLETE TWO INDEPENDENT MISSIONS

Sub Mission: VEXATIOUS VERMIN AND SMILODON FANG

Directions

1. Tell Nalshay in Morfinn's Clinic 2nd Floor about your adventure with the Crocogator.
2. On a second day, tell Nalshay about the Vareth Magic Institute's rat problem.
3. On a third day, tell Nalshay about your search for a Smilodon Fang.
4. Talk to Elena

Schedule

TIME	LOCATION
0:00	Elena's Home
3:10	White Town of Stars and Faith
3:30	Morfinn's Clinic
3:35	Morfinn's Clinic 2nd Floor
6:10	Morfinn's Clinic
6:20	White Town of Stars and Faith
6:55	Olacion Order Shrine (1)
7:05	Olacion Order Shrine (2)
7:20	Mortal Tree Hallway
7:30	Anastasia's Room
8:00	Mortal Tree Hallway
8:20	Olacion Order Shrine (2)
8:35	Olacion Order Shrine (1)
9:10	Path to the Sun
9:30	Vancoor Square
10:00	Yellow Town of Sun and Glory
10:15	San Patty Accessories
12:00	Yellow Town of Sun and Glory
12:15	Vancoor Square
12:45	Path to the Sun
13:05	Olacion Order Shrine (1)
13:45	Olacion Order Shrine (2)
13:55	Mortal Tree Hallway
14:15	Anastasia's Room
15:40	Mortal Tree Hallway
15:55	Olacion Order Chapel
16:15	Olacion Order Shrine (1)
16:25	White Town of Stars and Faith
17:15	Waldo General Store
19:05	White Town of Stars and Faith
19:55	Olacion Order Shrine (1)
20:05	Olacion Order Shrine (2)
20:20	Mortal Tree Hallway
20:40	Anastasia's Room
21:25	Mortal Tree Hallway
21:45	Olacion Order Shrine (2)
22:35	Olacion Order Shrine (1)
22:45	White Town of Stars and Faith
23:00	Elena's Home



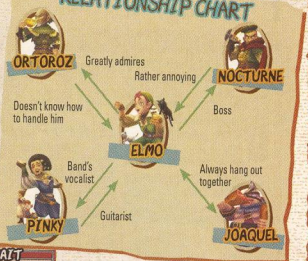
Elmo ♂

VOID COMMUNITY

Elmo is a young kid who is part of the Void Community because he thinks being "bad" is cool. His innate innocence, however, means he does not really fit in. He is a cheerful, friendly kid who is unselfishly devoted to those whom he respects.

EXP	DAGOL	DROP	ENCOUNTER
101	206	HERB EXTRACT	ELMO

RELATIONSHIP CHART



CHARACTER DATA



Heat Dagger
Element Fire



Chrome Clothes
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
13	360	80	60	87	41
25	673	104	87	111	64
50	1325	155	143	163	112
75	1978	206	199	215	160
MAX	2604	255	253	265	206
GRADE	D	E	E	B	C

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	1 Cutting Knives	Fire	Short
Attack	2 Thrust	Fire	Short

ARC	KNOCK BACK	POWER	EFFECT
90	0.5	0.8	—
40	0.5	1	—

THOUGHT PROCESS
BRAVE > TIMID > TIMID

SKILL
PREVENT BLAZE ★ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
8	AFTER CHAINS OF FATE OR THE COCOON TREE

DIRECTIONS

1. Talk to him.
2. Accept his challenge and defeat him.

SCHEDULE

TIME	LOCATION
0:00	Void Community Office
11:10	Void Community Hallway
11:15	The Vampire Casino
11:20	Club Vampire
13:00	Club Vampire 2nd Floor
14:45	Club Vampire
15:00	Beast Pit (3—4)
15:40	Beast Pit (1)
17:45	Beast Pit (4—3)
18:25	Club Vampire
18:40	The Vampire Casino
18:55	Void Community Hallway
19:05	Void Community Office
20:30	Void Community Hallway
23:10	Void Community Office

Recruits

THE TOP FIVE ATK TALLY!

HUMAN SIDE

1. ELWEN 438
2. ZERANIUM 410
3. FERNANDO 408
4. ALBA 405
5. GERALD 403

NON-HUMAN SIDE

1. GALVADOS 460
2. JJ 430
3. DYVAD 420
4. GRUEL 410
5. CLARENCE 400



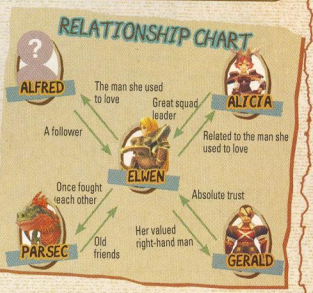
Elwen ♀

THEATER VANCOOR

Chief of Theater Vancoor. Polite and calm, she encourages people to do the right thing. Alfred, the bearer of the Avcoor, had a follower by the name of El. When Alfred passed away, El became Elwen, and she constructed the warrior guild. Many fairy creatures and dragons know her personally.

EXP	DAGOL	DROP	ENCOUNTER
9999	300	CLEANSING STONE, GROWTH STONE	ELWEN

RELATIONSHIP CHART



Elwen (cont.)

Character Data

Avcoor	
Element	None
Ancient Mail	
Element	None
Power Stone	
Reference	[Pg288]

Resistances

POT	PAR	BLD	BND	FRZ
⊙	⊙	⊙	⊙	⊙
BLZ	**CON**	**CUR**	**PET**	**DTH**
⊙	⊙	⊙	⊙	⊙

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
—	—	—	—	—	—
60	3300	288	253	192	267
75	4030	346	331	208	302
MAX	5200	438	455	234	360
GRADE	A	A	S	B	A

Skill: KING OF DAY ★ ★ ★ ★ ☆

Thought Process: STANDARD > STANDARD > STANDARD

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Bait
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE

Attacks

Type	Name	Element	Range
Attack	Fantasia	None	Medium
Attack	Reverse Fantasia	None	Medium
Attack	Streaming Sword	None	Medium
Attack	Heavenly Throw	None	Medium
Volty	Radiant Sword	None	—

Arc	Knock Back	Power	Effect
90	1	0.9	—
90	1	0.8	—
200	0.5	1.2	—
40	0.6	1.2	Knocks Upward
—	1.3	6	Knock Back

Gathering Friends

Requirements

Level	Timing
—	THE PAINTINGS

Directions

1. Recruit all the characters from Theater Vancoor.
2. Talk to Elwen in the Chief's Room between 20:55 and 7:00 or the Charnel between 23:30 and 15:30.
3. Fight her and win.

Members of Theater Vancoor

Name	Page
Aldo	[pg20]
Alicia	[pg21]
Bruce	[pg25]
Caesar	[pg26]
Carlos	[pg26]
Conrad	[pg30]
Daniel	[pg33]
David	[pg33]
Dennis	[pg34]
Gareth	[pg46]
Gene	[pg47]
Gerald	[pg48]
Gordon	[pg51]
Gregory	[pg52]
Jarvis	[pg56]
Rolec	[pg72]
Thanos	[pg79]
Walter	[pg82]

Schedule

Time	Location	Time	Location	Time	Location
0:00	Chief's Room	10:05	Path of the Spider I (7)	18:05	Path of the Spider I (5)
7:15	Theater Vancoor 4th Floor	10:25	Path of the Spider I (16)	18:50	Path of the Spider I (4)
7:25	Theater Vancoor 3rd Floor	10:45	Path of the Spider I (17)	19:10	Path of the Spider I (3)
7:35	Theater Vancoor 2nd Floor	11:30	Path of the Spider I (18)	19:40	Cell
7:45	Theater Vancoor 1st Floor	12:00	Path of the Spider I (20)	19:55	Theater Vancoor Basement 2nd Floor
7:55	Theater Vancoor Basement 1st Floor	12:30	Path of the Spider Charnel	20:05	Theater Vancoor Basement 1st Floor
8:05	Theater Vancoor Basement 2nd Floor	15:40	Path of the Spider I (20)	20:15	Theater Vancoor 1st Floor
8:15	Cell	16:10	Path of the Spider I (18)	20:25	Theater Vancoor 2nd Floor
8:30	Path of the Spider I (3)	16:40	Path of the Spider I (17)	20:35	Theater Vancoor 3rd Floor
9:00	Path of the Spider I (4)	17:25	Path of the Spider I (16)	20:45	Theater Vancoor 4th Floor
9:20	Path of the Spider I (5)	17:45	Path of the Spider I (7)	20:55	Chief's Room

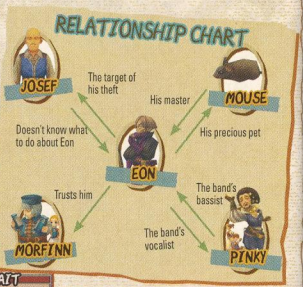


Eon ♂

VOID COMMUNITY

Eon is a member of the Void Community. Also known as the Conductor, he grew up in the wild among animals. He was scouted by the bandit guild due to his ability to control all kinds of wildlife. He is always seeking to make the world a safer place for animals. He loves nature and fauna: he likes humans a little less.

EXP	DAGOL	DROP	ENCOUNTER
150	74	CURE NEEDLE	EON



Character Data

Kogitsunemaru	
Element	None
Chrome Clothes	
Element	None
Thief Bangle	
Reference	[Pg287]

Resistances

POT	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
10	189	68	54	62	38
25	595	100	83	85	77
50	1271	154	131	125	144
75	1948	208	180	164	210
MAX	2597	260	227	202	274
GRADE	D	D	E	C	A

Thought Process: BRAVE > BRAVE > TIMID

Skill: PREVENT BIND ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Bait
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name	Element	Range
Attack	1 Hard Thrust	None	Short
Attack	2 Ninja Slice	None	Short
Attack	Steal	None	Short
Attack	Gunpowder Ball	None	Long

Arc	Knock Back	Power	Effect
40	0.5	1	Breaks Parry
120	0.5	1.2	Bind 1.0
60	0	0.2	Steal 1.5
0	1	1	Blaze 1.2

Gathering Friends

Requirements

Level	Timing
5	LINK TUTORIAL

Directions

1. Talk to Eon talk about his sick rats in the Void Community Torture Room between 23:10 and 2:40.
2. Retrieve the medicine from Nask in the Waldo General Store.
3. Return to Eon in the Torture Room, and give him the medicine.

If you talk to Morfinn, he tells you to talk to Nask.

Eon (cont.)

Schedule

Time	Location
0:00	Void Community Torture Room
2:50	Void Community Basement
3:05	Void Community Hallway
3:20	The Vampire Casino
3:35	Club Vampire

Time	Location
3:50	Beast Pit (3—4—8—6—5)
5:10	Eon's Room
8:10	Beast Pit (5—6—8—4—1)
9:05	Beast Pit (2)
17:00	Blue Town of Water and Wisdom (2)

Time	Location
19:50	Path to the Beast Pit
20:00	Black Town of Night and Lust
20:50	Beast Pit (2—1—4—3)
22:00	Club Vampire
22:10	The Vampire Casino

Time	Location
22:30	Void Community Hallway
22:45	Void Community Basement
23:00	Void Community Torture Room

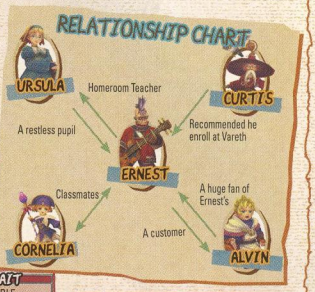


Ernest ♂

Vareth Magic Institute

Ernest is a mysterious person who no one really knows. Cecil claims he was drawn to the cursed sound of his voice and welcomed him to the Vareth Magic Institute. Nobody has ever had a decent conversation with him because he just spits out odd words and phrases that make little sense. This is all fine with him—he doesn't like talking to people anyway.

EXP	DAGOL	DROP	ENCOUNTER
274	183	BELL AMULET	ERNEST, SUBORDINATE MAGE(A) X2, HEAVY GUARDSMAN(A)



Character Data

Vipole
Element None

Vareth Uniform
Element None

Protect Shell
Reference [Pg287]

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
14	223	75	73	45	27
25	533	102	104	64	31
50	1238	163	177	109	43
75	1943	224	249	154	54
MAX	2620	283	318	197	64
GRADE	D	D	B	D	E

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

TYPE	NAME	ELEMENT	RANGE
Attack	Dark Meteor	None	Long
ARC	**KNOCK BACK**	**POWER**	**EFFECT**
0	1	1.6	Knock Back

THOUGHT PROCESS
BRAVE > BRAVE > BRAVE

SKILL
PREVENT BLIND ★ ☆ ☆ ☆ ☆

Gathering Friends

Requirements

Level	Timing
9	FRIEND TUTORIAL

Directions

1. Talk to Ernest and agree to lend him a record.
2. Choose one of the records from the table (see below).
3. Talk to Ernest after waiting at least one day.

Recruits

	Record	Location
1	Elf Region	Pitt—City of Flower Meeting Area
2	Distortion Corridor	Dropped—Shrine Knight
3	Shrine of Fray	Dropped—Crystaria
4	Shangri La	Pitt—City of Flowers Meeting Area
5	Goblin Haven	Pitt—City of Flowers Meeting Area
6	Earth Valley	Pitt—City of Flowers Meeting Area
7	Algandars Castle	Dropped—Archdemon
8	Invasion	Donkey—Dorse Region (6)
9	Earth Dragon Attack	Donkey—Dorse Region (6)
10	Dwarf Tunnel	Donkey—Dorse Region (6)
11	Tension	Donkey—Dorse Region (6)
12	Conspiracy	Donkey—Dorse Region (6)
13	War	Donkey—Dorse Region (6)
14	Borgandiazo	Pitt—City of Flowers Meeting Area
15	Ocho Region	Pitt—City of Flowers Meeting Area

	Record	Location
16	Battle 1	Donkey—Dorse Region (6)
17	Battle 2	Donkey—Dorse Region (6)
18	Battle 3	Donkey—Dorse Region (6)
19	Uber-Enemy 1	Donkey—Dorse Region (6)
20	Uber-Enemy 2	Donkey—Dorse Region (6)
21	Final Battle	Dropped—Gold Dragon
22	Defeat	Donkey—Dorse Region (6)
23	Gabriel Celesta	Dropped—Gabriel Celesta
24	Ethereal Queen	Dropped—Ethereal Queen
25	Adien Region	Pitt—City of Flowers Meeting Area
26	Dichett Region	Pitt—City of Flowers Meeting Area
27	Sediche Region	Pitt—City of Flowers Meeting Area
28	Dysett Region	Pitt—City of Flowers Meeting Area
29	Gold Dragon Castle	Dropped—Wind Cell

Schedule

Time	Location
2:00	Ernest's Apartment
8:40	Teagle Apartments 1st Floor
8:50	Blue Town of Water and Wisdom (2)
9:20	Vareth Magic Institute

Time	Location
9:35	Cafeteria
9:45	Moon Tower
9:55	Moon Tower Interior
10:05	Moon Tower Research Lab (2)

Time	Location
13:30	Moon Tower Interior
13:40	Moon Tower
13:50	Cafeteria
14:00	Vareth Magic Institute

Time	Location
14:15	Blue Town of Water and Wisdom (2)
22:20	Teagle Apartments 1st Floor
22:30	Ernest's Apartment



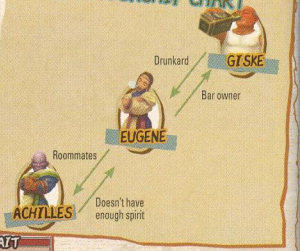
Eugene ♂

Olacion Order

Eugene is a follower of the Olacion Order. He has never finished a task alone: he's always thinking of ways to get other people to finish his jobs. He only entered the priest guild because he thinks that he'll be able to use miracles to help him with his chores and other work. He spends most of his time thinking of ways to lead an easier life.

EXP	DAGOL	DROP	ENCOUNTER
80	157	MUSTARD POWDER	EUGENE

Relationship Chart



Character Data

Robe of Order
Element None

Power Bangle
Reference [pg287]

Thought Process
BRAVE > TIMID > TIMID

Skill
DEFENSE PLUS ★ ☆ ☆ ☆ ☆

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
7	186	63	26	42	29
25	564	112	52	74	56
50	1090	181	89	120	93
75	1616	250	126	166	131
MAX	2120	316	162	210	167
GRADE	E	C	E	C	D

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACK UP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

TYPE	NAME	ELEMENT	RANGE
Attack	1 Fighting Jab	None	Short
Attack	2 Kick Ass	None	Short

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	0.7	—
40	1	1	—

Gathering Friends

Requirements

LEVEL	TIMING
2	FRIEND TUTORIAL

Directions

1. Talk to him when he is drinking in Carl's Pub between 20:10 and 1:50.

You may have to talk to Eugene more than once to get him to join.

Schedule

TIME	LOCATION
0:00	Carl's Pub
2:15	Vancoor Square
2:25	Yellow Town of Sun and Glory (2)
2:40	Yellow Town of Sun and Glory (1)
2:50	Path of Swords and Wisdom

TIME	LOCATION
3:45	Eugene's Home
5:00	Eugene's Home
12:05	Path of Swords and Wisdom
12:10	White Town of Stars and Faith
12:30	Olacion Order Shrine (1)

TIME	LOCATION
12:45	Olacion Order Chapel
15:15	Olacion Order Shrine (1)
15:30	Olacion Order Shrine (2)
18:25	Olacion Order Shrine (1)
19:00	Path to the Sun

TIME	LOCATION
19:20	Vancoor Square
19:55	Carl's Pub



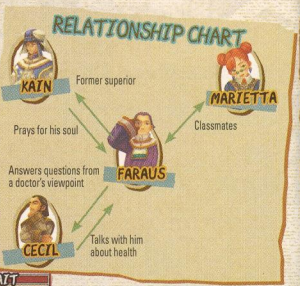
Faraus ♂

Vareth Magic Institute

Faraus was born into a family of doctors. He studied medicine at the Olacion Order until he realized the imprecision of the art. He entered the mage guild to try to make medical treatment available to the general public. Though he is basically a gentleman, he can become arrogant toward those he regards as inferior.

EXP	DAGOL	DROP	ENCOUNTER
124	225	TOADSTOOL POWDER	FARAUS, APPRENTICE(A), LIGHT GUARDSMAN(A) X2

Relationship Chart



Character Data

Atmis
Element Water

Vareth Uniform
Element Water

Thought Process
BRAVE > BRAVE > PASSIVE

Skill
PREVENT POISON ★ ☆ ☆ ☆ ☆

Resistances

POI	PAR	BLD	BND	FRZ
⊙	✖	✖	✖	⊙
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
9	165	58	70	38	41
25	587	92	117	70	66
50	1248	146	191	121	106
75	1909	200	265	172	145
Max	2543	251	337	222	183
Grade	D	E	B	C	D

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACK UP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Frozen Sword Lv.1		Water	Long	0	0.5	1.7	Freeze 1.0
Attack	Frozen Sword Lv.2	3 hits	Water	Long	0	0.5	1.7	Freeze 1.0
Attack	Frozen Sword Lv.3	5 hits	Water	Long	0	0.5	1.7	Freeze 1.0

Gathering Friends

Requirements

LEVEL	TIMING
4	FRIEND TUTORIAL

Directions

1. Talk to Faraus in the Vareth Magic Institute Infirmary between 4:00 and 14:00 or 19:05 and 22:05.
2. Retrieve Faraus' old textbooks from Kain.
3. Give the textbook to Faraus.

Schedule

TIME	LOCATION
0:00	Faraus' Residence
3:10	Teagle Apartments 1st Floor
3:15	Blue Town of Water and Wisdom (2)
3:45	Vareth Magic Institute
4:00	Infirmary

TIME	LOCATION
14:10	Vareth Magic Institute
14:20	Cafeteria
14:35	Star Tower
14:45	Star Tower Interior
15:25	Star Tower Research Lab (3)

TIME	LOCATION
17:50	Star Tower Interior
18:30	Star Tower
18:40	Cafeteria
18:55	Vareth Magic Institute
19:05	Infirmary

TIME	LOCATION
22:10	Vareth Magic Institute
22:25	Blue Town of Water and Wisdom (2)
23:00	Teagle Apartments 1st Floor
23:10	Home

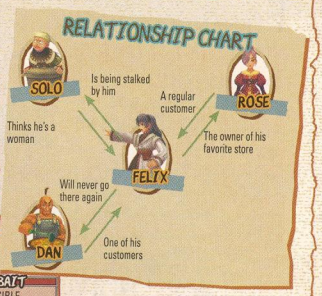


Felix ♂

Vareth Magic Institute

Felix was raised in an orphanage. Lord Ostracon insisted on having Felix enter the Vareth Magic Institute when his photographic memory became apparent. He is often mistaken for a woman because of his high voice. He is troubled by the fact that he has many male fans. He can be very brusque.

EXP	DAGOL	DROP	ENCOUNTER
924	57	HERB EXTRACT	FELIX, APPRENTICE(A), LIGHT GUARDSMAN(A) X2



CHARACTER DATA



Vathao
Element Water



Mage's Robe
Element Water

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	⊙
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	▲

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
27	438	130	122	85	106
50	1037	193	182	131	150
75	1688	262	248	183	199
MAX	2313	328	311	232	245
GRADE	D	C	C	B	B

THOUGHT PROCESS
STANDARD > TIMID > TIMID

SKILL
PREVENT BLAZE ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARG	KNOCK BACK	POWER	EFFECT
Attack	Cold Arrow Lv.1	4hits	Water	Long	0	0.5	1.7	Freeze 1.0
Attack	Cold Arrow Lv.2	8 hits	Water	Long	0	0.5	1.9	Freeze 1.0
Attack	Cold Arrow Lv.3	8 hits	Water	Long	0	0.5	1.9	Freeze 1.1

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	PEOPLE BEGIN TO CHANGE

DIRECTIONS

1. Talk to Ray C. Ross. As the president of the Vareth Magic Institute, he assigns both Derek and Felix to assist you.
2. Talk to Felix.

SCHEDULE

TIME	LOCATION
0:00	Felix's Apartment
5:35	Orso Apartments 1st Floor
5:40	Path to the Beast Pit
5:55	Blue Town of Water and Wisdom (2)
6:05	Black Rose General Store

TIME	LOCATION
7:30	Blue Town of Water and Wisdom (2)
7:50	Vareth Magic Institute
8:00	Vareth Magic Institute 2nd Floor
8:10	Library
13:40	Vareth Magic Institute 2nd Floor

TIME	LOCATION
13:50	Vareth Magic Institute
14:00	Blue Town of Water and Wisdom (2)
15:00	Radiata Echidna Gate Entrance
19:50	Blue Town of Water and Wisdom (2)
20:55	Path to the Beast Pit

TIME	LOCATION
21:25	Orso Apartments 1st Floor
21:35	Felix's Apartment
23:00	Felix's Apartment

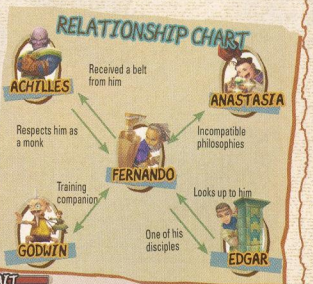


Fernando ♂

Olacion Order

Fernando is an archbishop of the Olacion Order. His life has been based on the teachings of the priest guild since he was a young boy. He acts in accordance with the voice of the gods in his head: his faith borders on fanaticism. He is on bad terms with Anastasia, who is trying to strengthen her faction by establishing herself as a faith healer.

EXP	DAGOL	DROP	ENCOUNTER
2240	888	SAGE, EVASION BERRY	FERNANDO



CHARACTER DATA



Dual Cloak
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
⊙	⊙	✖	⊙	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
⊙	⊙	⊙	⊙	⊙

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
43	1223	191	162	162	140
50	1486	218	187	172	153
75	2428	315	280	208	201
MAX	3332	408	369	244	246
GRADE	B	A	A	B	B

THOUGHT PROCESS
STANDARD > STANDARD > STANDARD

SKILL
FULL POWER ★ ★ ★ ☆ ☆

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARG	KNOCK BACK	POWER	EFFECT
Attack	1 Aerial Combo		None	Short	40	0.5	1	—
Attack	2 Flying Swallow		None	Short	40	0.6	0.9	Knocks Upward
Attack	3 Palm of Energy		None	Short	90	1.3	0.8	—
Restore	Light of Life SE		—	—	—	—	—	Restores 70% of Target's Maximum HP
Attack	Icy Blizzard SE		Water	Short	0	0.5	0.3	Freeze 3.0
Volty	Kick Cannonade	❶-❾	None	—	—	1.3	0.8	—
		⓫	None	—	—	1.3	0.9	—
		⓫	None	—	—	1.3	2.5	Knock Back

Fernando (cont.)

Gathering Friends

Requirements

Level	Timing
38	People begin to change

Directions

1. Recruit all the characters from Fernando's Faction.
2. Talk to Fernando in his room when he is meditating between 13:00 and 18:00.
3. Fight him and win.

Members of Fernando's Faction

Character Name	Page
Achilles	[pg17]
Alvin	[pg21]
Edgar	[pg37]
Flora	[pg44]
Godwin	[pg49]

Schedule

Time	Location
0:00	Fernando's House
3:10	Olacion Order Shrine (2)
3:50	Olacion Order Shrine (1)
4:15	Path to the Sun
4:40	Vancoor Square
6:15	Yellow Town of Sun and Glory (2)
6:25	Yellow Town of Sun and Glory (1)
6:50	Path of Swords and Wisdom
10:00	White Town of Stars and Faith
10:25	Olacion Order Shrine (1)
10:35	Olacion Order Chapel
12:50	Universal Tree Hallway
13:00	Fernando's Room
18:10	Universal Tree Hallway
18:35	Olacion Order Shrine (1)
19:05	Olacion Order Shrine (2)
20:30	Fernando's House



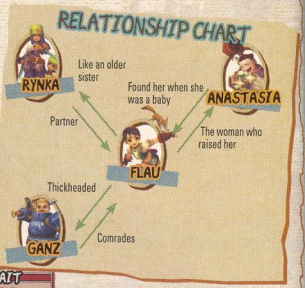
Flau

Void Community ♀

Anastasia took in Flau after she was left in front of the priest guild as a baby. She ran off to the bandit guild at the age of fourteen to find her parents. She is generally suspicious of people, but really opens up once someone wins her trust. She is basically a loner.

EXP	DAGOL	Drop	Encounter
311	246	Herb Extract	Flau

Relationship Chart



Character Data



Raven Claw
Element Wind



Leather Tunic
Element None



Skill Upper Reference [pg287]

Resistances

Pot	Par	Bld	Bnd	Frz
✖	✖	✖	✖	✖
Blz	**Con**	**Cur**	**Pet**	**Dth**
✖	✖	✖	✖	✖

Lv	HP	Atk	Def	Eva	Lck
15	215	81	76	52	57
25	533	115	110	73	74
50	1328	200	195	126	118
75	2124	286	281	179	162
MAX	2887	368	363	230	204
Grade	C	B	A	B	C

Thought Process: BRAVE > TIMID > TIMID

Skill: Water Defense ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Batt
Possible	Can't Enact	Possible	Possible
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
Possible	Possible	Possible	Can't Enact

Attacks

Type	Name		Element	Range	Arc	Knock Back	Power	Effect
Attack	1 Hard Thrust		Wind	Short	40	0.5	1	Breaks Parry
Attack	2 Double Cut	❶	Wind	Short	120	0.5	1	—
		❷	Wind	Short	120	0.5	1	Bind 1.0
Attack	Steal		None	Short	90	0	0.2	Steal 3.0

Gathering Friends

Requirements

Level	Timing
—	Ganz's Letter

Directions

1. Talk to Flau.

Schedule

Time	Location
0:00	Path of Swords and Wisdom
8:20	Star Tower
8:30	Star Tower Interior
9:30	Observatory
10:30	Blue Town of Water and Wisdom (1)
11:20	Olacion Order Shrine (2)
11:50	Olacion Order Shrine (1)
11:55	Confessional (1)
12:50	Olacion Order Shrine (1)
13:00	Blue Town of Water and Wisdom (1)
13:10	Blue Town of Water and Wisdom (2)
13:15	Path to the Beast Pit
13:30	Black Town of Night and Lust
13:45	Beast Pit (2—1)
14:05	Chic Records
16:10	Beast Pit (1—2)
16:20	Levante General Store
17:15	Beast Pit (2)
17:30	Black Town of Night and Lust
19:00	Lyle's Mansion
19:15	Vancoor Square
19:50	Yellow Town of Sun and Glory (2)
20:05	Yellow Town of Sun and Glory (1)
20:20	Path of Swords and Wisdom



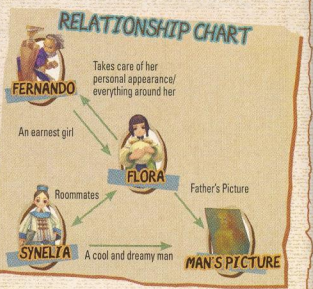
Flora

Olacion Order ♀

Flora is a head priestess of the Olacion Order. She is also the only daughter of Rivera, a famous doctor who is said to have the "hands of the gods." She has her father's skills and intelligence, though one would not think so to look at her. As a caring person, she devotes herself to helping others.

EXP	DAGOL	Drop	Encounter
44	126	Herb Extract	Flora, Heavy Guardsman(a) x3

Relationship Chart



Flora (cont.)

Character Data

Robe of Order
Element None

Miracle Amulet

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
5	112	40	36	60	58
25	603	85	92	110	93
50	1218	141	163	174	138
75	1833	198	234	237	183
MAX	2424	252	302	298	226
GRADE	D	E	C	A	B

Thought Process
PASSIVE > PASSIVE > TIMID

Skill
STATUS CURE ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Batt
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name	Element	Range
Attack	Confuse Gas	None	Long
Restore	Light of Life SE	—	—
Cure	Purified Rain SE	—	—

Arc	Knock Back	Power	Effect
0	0.5	0.5	Confuse 2.0
—	—	—	Restores 70% of Target's Maximum HP
—	—	—	Cures Entire Party's Status Ailments

Gathering Friends

Requirements

Level	Timing
—	FRIEND TUTORIAL

Directions

1. Talk to Flora to learn that she has lost her father's picture.
2. Talk to Synelia at the reception desk in Morfinn's Clinic between 10:00 and 15:00. She gives you the picture.
3. Give the picture back to Flora.

Schedule

Time	Location
0:00	Flora's House
4:40	Flora's House
4:50	White Town of Stars and Faith
5:00	Olacion Order Shrine (1)

Time	Location
5:10	Olacion Order Chapel
8:55	Universal Tree Hallway
13:20	Fernando's Room
16:15	Universal Tree Hallway

Time	Location
16:25	Olacion Order Chapel
18:35	Olacion Order Shrine (1)
18:45	White Town of Stars and Faith
19:05	Flora's House

Time	Location
20:00	White Town of Stars and Faith
22:25	Flora's House

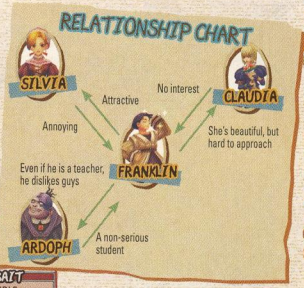


Franklin ♂

Vareth Magic Institute

Franklin entered the Vareth Magic Institute to try to discover a way to preserve his beauty forever. He will do anything to achieve his goal. He cares only about himself, and quickly disappears when he feels he won't profit from an activity. He spends most of his research time trying out different poses in front of a mirror.

EXP	DAGOL	DROP	ENCOUNTER
240	185	HERB EXTRACT	FRANKLIN, APPRENTICE(A), LIGHT GUARDSMAN(A) X2



Recruits

Character Data

Naruth
Element Fire

Vareth Uniform
Element Fire

Lucky Charm
Reference [pg287]

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
⊙	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
13	185	77	68	46	62
25	486	109	95	69	80
50	1143	178	152	116	118
75	1791	247	209	164	157
MAX	2413	313	263	210	194
GRADE	D	C	D	C	C

Thought Process
BRAVE > TIMID > TIMID

Skill
COMPLETE DEFENSE ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Batt
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name	Element	Range
Attack	Snake Fire Lv. 1	Fire	Medium
Attack	Snake Fire Lv. 2	Fire	Short

Arc	Knock Back	Power	Effect
90	1	1.7	Blaze 1.0, Knock Back
90	1	1.7	Blaze 1.0, Knock Back

Gathering Friends

Requirements

Level	Timing
8	LINK TUTORIAL

Directions

1. Talk to him with a female character in your party.

Schedule

Time	Location
0:00	The Vampire Casino
1:20	Club Vampire
1:25	Beast Pit (3—4—1—2)
2:20	Black Town of Night and Lust
3:15	Path to the Beast Pit
3:50	Blue Town of Water and Wisdom (2)
4:15	Teagle Apartments 1st Floor

Time	Location
4:30	Teagle Apartments 2nd Floor
4:40	Franklin's Apartment
6:00	Franklin's Apartment
12:05	Teagle Apartments 2nd Floor
12:10	Teagle Apartments 1st Floor
12:20	Blue Town of Water and Wisdom (2)
12:50	Vareth Magic Institute

Time	Location
13:05	Cafeteria
13:15	Moon Tower
13:25	Moon Tower Interior
14:05	Moon Tower Research Lab (3)
16:15	Moon Tower Interior
16:55	Moon Tower
17:05	Cafeteria

Time	Location
19:00	Vareth Magic Institute
19:15	Blue Town of Water and Wisdom (2)
19:25	Path to the Beast Pit
20:00	Black Town of Night and Lust
21:05	Beast Pit (2—1—4—3)
22:15	Club Vampire
22:25	The Vampire Casino



Garcia ♂

NO AFFILIATION

Despite his motto, "My quarry never, ever escapes," he has a tendency to overlook the obvious things. He has a strong sense of professionalism, meaning that he is committed to a job. Usually he only goes after small game, but depending on the money, he will hunt down any animal. That is, as long as they're not too dangerous.

EXP	DAGOL	DROP	ENCOUNTER
124	262	COOLING SPRAY	GARCIA

CHARACTER DATA

Iron Knife
Element None

Farming Clothes
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
9	179	61	65	30	49
25	516	100	98	66	84
50	1043	163	151	124	140
75	1570	225	204	182	195
MAX	2076	285	255	238	249
GRADE	E	D	E	B	B

THOUGHT PROCESS
BRAVE > BRAVE > TIMID

SKILL
PREVENT POISON ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Thrust	None	Short
Attack	Helmet Crush	None	Short
Restore	Rice Ball	—	—

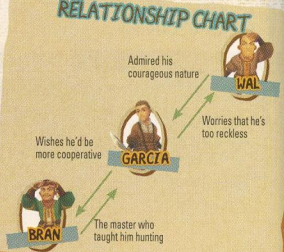
ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1	—
40	0.5	1.1	—
—	—	—	Restores 30% of Garcia's Maximum HP

SCHEDULE

TIME	LOCATION
0:00	Garcia's House
3:00	Garcia's House
7:15	Septem Region (2)
10:00	Goes hunting

TIME	LOCATION
11:00	Searches for prey
16:00	Returns from hunting
17:25	Talks with Wal and Bran
22:15	Garcia's House

RELATIONSHIP CHART



GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	FRIEND TUTORIAL

DIRECTIONS

1. Talk to Garcia in the Septem Region (2) between 7:15 and 10:00 or 17:25 or 22:00. He tells you that his two friends have gone missing.
2. Save Bran and Wal from an Iceburg in Septem Cave (2).
3. Talk with Garcia outside his house in Septem Region (2).

Talk to Bran, Wal, and Garcia when they are gathered around talking.



Gareth ♂

THEATER VANCOOR

Gareth is a corporal of Theater Vancoor. He trains daily to improve his fencing skills. Lately, he stays mostly in his room doing meditative monk training. He is a very quiet man who speaks only when necessary and has few friends.

EXP	DAGOL	DROP	ENCOUNTER
480	346	POWER BANGLE	GARETH

CHARACTER DATA

Aqua Spear
Element Water

Plate Armor
Element None

Toughness Bangle
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
19	323	99	116	48	63
25	519	116	133	55	72
50	1339	187	206	87	110
75	2158	258	279	119	149
MAX	2945	326	348	149	186
GRADE	C	C	B	E	D

THOUGHT PROCESS
BRAVE > BRAVE > TIMID

SKILL
PREVENT FREEZE ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	1 Power Smash	Water	Medium
Attack	2 Knockdown	Water	Medium

ARC	KNOCK BACK	POWER	EFFECT
90	1	0.8	Freeze 1.0
200	1	1.2	Freeze 1.0

SCHEDULE

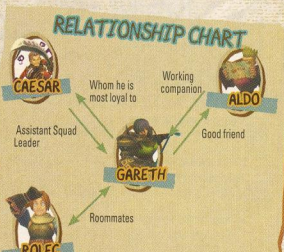
TIME	LOCATION
0:00	Gareth's Home
2:25	Path of Swords and Wisdom
2:40	Theater Vancoor 2nd Floor
2:50	Training Facility
6:40	Theater Vancoor 2nd Floor
6:50	The Quarto Squad Locker Room

TIME	LOCATION
11:20	Theater Vancoor 2nd Floor
11:30	Theater Vancoor 1st Floor
11:45	Yellow Town of Sun and Glory (1)
11:55	Yellow Town of Sun and Glory (2)
12:05	Begin Eatery
12:20	Begin Eatery 2nd Floor

TIME	LOCATION
14:25	Begin Eatery
14:40	Yellow Town of Sun and Glory (2)
16:15	Yellow Town of Sun and Glory (1)
16:25	Theater Vancoor 1st Floor
16:45	Theater Vancoor 2nd Floor
16:55	Training Facility

TIME	LOCATION
22:10	Theater Vancoor 2nd Floor
22:20	Path of Swords and Wisdom
22:50	Gareth's Home

RELATIONSHIP CHART



GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
14	LINK TUTORIAL

DIRECTIONS

1. Talk to him when he is training in the Theater Vancoor Training Facility between 3:00 and 6:30 or 17:15 and 22:00.
2. Defeat him in the subsequent duel.



Gene ♂

THEATER VANCOOR

Although he's known for being a lone wolf, Walter convinced him to join the warrior guild, and he's been hanging around ever since. However, he is not yet an official member of Theater Vancoor. He hates getting close to people and resents teamwork. He dislikes the system at Theater Vancoor, but he is slowly getting used to it.

EXP	DAGOL	DROP	ENCOUNTER
434	269	HERB EXTRACT	GENE

RELATIONSHIP CHART



Convinced him to join Theater Vancoor



Worries about him

Mother



CHARACTER DATA

Damascus Blade
Element None

Crocogator Skin
Element Water

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	●
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
18	302	109	86	76	6
25	524	131	105	87	6
50	1320	210	175	126	6
75	2115	289	245	166	6
MAX	2879	365	313	205	6
GRADE	C	B	C	C	E

THOUGHT PROCESS
BRAVE > BRAVE > BRAVE

SKILL
PREVENT PETRIFY ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	1 Front Attack	None	Medium
Attack	2 Strike	None	Medium
Attack	3 Low Angle	None	Medium

ARC	KNOCK BACK	POWER	EFFECT
200	1.3	0.9	—
40	0.5	1	—
200	0.5	0.9	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
13	FRIEND TUTORIAL

DIRECTIONS

1. Talk to Gene's mother, Barbena, in the Sword and Silver Coins Inn.
2. Talk to Gene.
3. Do this five times, each time on a different day.

SCHEDULE

TIME	LOCATION
7:00	Gene's Residence
7:55	Swords and Silver Coins Inn 2nd Floor
8:00	Swords and Silver Coins Inn
8:10	Yellow Town of Sun and Glory (1)
8:30	Theater Vancoor 1st Floor
11:00	Yellow Town of Sun and Glory (1)
11:15	Yellow Town of Sun and Glory (2)
14:55	Begin Eatery
18:00	Yellow Town of Sun and Glory (2)
18:10	Yellow Town of Sun and Glory (1)
18:25	Theater Vancoor 1st Floor
21:40	Yellow Town of Sun and Glory (1)
22:00	Swords and Silver Coins Inn
22:15	Swords and Silver Coins Inn 2nd Floor
22:25	Gene's Residence



Genius ♂

VARETH MAGIC INSTITUTE

Genius is a hard-working genius and the second son of the Weissheit family technicians. When he was seven, he broke the record for the youngest child to enter Vareth Magic Institute. He cannot help but continuously correct other people's misapprehensions. His hover disk transportation device is called a Rouquiche.

EXP	DAGOL	DROP	ENCOUNTER
331	256	SAGE	GENIUS

RELATIONSHIP CHART



"Read more books, younger sister"

Her older brother who she respects



Wishes he could enter the City of Flowers



CHARACTER DATA

Abyss
Element None

Enchanted Robe
Element None

Magic Boost

RESISTANCES

POI	PAR	BLD	BND	FRZ
▲	▲	▲	▲	▲
BLZ	**CON**	**CUR**	**PET**	**DTH**
⊙	⊙	▲	▲	▲

LV	HP	ATK	DEF	EVA	LCK
17	223	90	75	83	12
25	443	115	99	97	25
50	1133	193	176	142	68
75	1822	272	253	186	111
MAX	2484	348	326	229	153
GRADE	D	B	B	C	E

THOUGHT PROCESS
STANDARD > STANDARD > AGGRESSIVE

SKILL
AUTO CURE ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	IMPOSSIBLE	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	IMPOSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME		ELEMENT	RANGE
Attack	Wind Cutter	3 hits	Wind	Long
Restore	Healing		—	—
Attack	Ice Missile		Water	Long

ARC	KNOCK BACK	POWER	EFFECT
0	0.5	0.8	—
—	—	—	Restores 30% of Genius' Maximum HP
0	0.5	1.4	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
12	THE PAINTINGS

SUB MISSION
SECRET OF THE SEWER

DIRECTIONS

1. Talk to him.

SCHEDULE

TIME	LOCATION
All Day	Path of the Spider Hidden Room

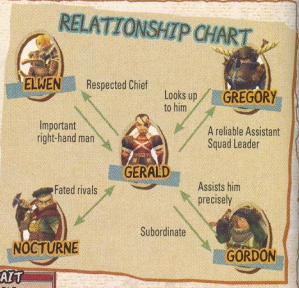


Gerald ♂

THEATER VANCOOR

Gerald is the deputy chief of Theater Vancoor. Known as Gerald the Iron Slasher, he is admired by warriors and feared by foes. His rough manner tends to scare others, but he is in fact laid-back and takes good care of his subordinates. In battle, his intuition and ability to grasp a situation quickly has led him to many victories. He is also the leader of the Zweit Squad.

EXP	DAGOL	DROP	ENCOUNTER
3452	780	REVIVAL STONE CHIP, STRENGTH BERRY	GERALD



CHARACTER DATA

Oratorio — Element: Fire

Requiem — Element: Air

Resist Coat — Element: None

Life Bangle — Reference: [pg287]

THOUGHT PROCESS: STANDARD > STANDARD > BRAVE

SKILL: FIGHTING SPIRIT ★ ★ ★ ☆ ☆

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	●	●	✖	●

BLZ	CON	CUR	PET	DTH
●	✖	✖	●	✖

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
44	1384	198	164	128	159
50	1649	220	188	134	167
75	2754	314	289	161	205
MAX	3815	403	386	188	241
GRADE	A	A	A	D	B

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	1 Uno Thrust	Wind	Medium
Attack	2 Dos Bash	Fire	Medium
Attack	3 Tres Slice	Wind	Medium
Attack	4 Reverse Slice	Fire	Medium
Volty	Dual Wave Blade	None	—

ARC	KNOCK BACK	POWER	EFFECT
50	0.5	0.7	Breaks Parry
220	1	0.8	Blaze 1.0
100	0.5	0.9	—
100	1	1.5	Blaze 1.0, Knock Back
—	1.3	—	987 Fixed Damage, Knock Back

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	AN ECCENTRIC VISITOR

SUB MISSION: CHAINS OF FATE

DIRECTIONS

❶ Talk to him and defeat him in a duel.

Window of Opportunity

Gerald is an easy character to let slide by. As soon as you're given the chance to complete **Chains of Fate**, do so. Once you've expended the time allotted to complete the required side quests, events push on and you will miss out on a number of the game's most powerful warriors. By missing Gerald, you inadvertently deny yourself the chance to recruit Elwen and Nyx.

SCHEDULE

TIME	LOCATION
0:00	Gerald's House
7:05	Path to the Sun
7:10	Vancoor Square
7:35	Yellow Town of Sun and Glory (2)
7:45	Yellow Town of Sun and Glory (1)
8:00	Theater Vancoor 1st Floor
8:15	Theater Vancoor 2nd Floor
8:30	Theater Vancoor 3rd Floor
8:40	The Zweit Squad Locker Room
14:15	Theater Vancoor 3rd Floor
14:25	Theater Vancoor 2nd Floor
14:40	Theater Vancoor 1st Floor
14:55	Yellow Town of Sun and Glory (1)
15:10	The Survivor Armory
18:10	Yellow Town of Sun and Glory (1)
18:25	Yellow Town of Sun and Glory (2)
18:35	Begin Eatery
18:50	Begin Eatery 2nd Floor
20:40	Begin Eatery
21:00	Yellow Town of Sun and Glory (2)
21:10	Vancoor Square
21:50	Path to the Sun
22:05	Gerald's House

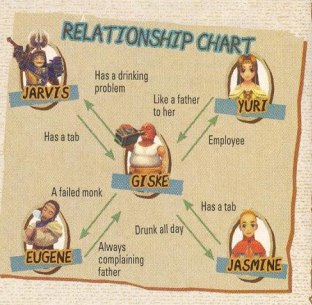


Giske ♂

NO AFFILIATION

Giske is the grouchy owner of Carl's Pub next to the warrior guild. The great food and drinks keep people coming back. He is stubborn with a sharp tongue and is often seen chewing people out. The sharp look in his eye can scare even the strongest of warriors.

EXP	DAGOL	DROP	ENCOUNTER
30	242	HERB EXTRACT	GISKE



Giske (cont.)

Character Data

Bottle	
Element	None
Bottle	
Element	None
Work Clothes	
Element	None
Toughness Bangle	
Reference	[pg287]

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
4	183	39	48	18	31
25	566	88	89	65	65
50	1023	148	138	122	105
75	1479	207	187	178	146
MAX	1918	264	234	232	184
GRADE	E	D	E	B	A

THOUGHT PROCESS
BRAVE > BRAVE > BRAVE

SKILL
NINE LIVES ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

TYPE	NAME	ELEMENT	RANGE
Attack	Smash	None	Short
Attack	Thrust	None	Short
Attack	Alcohol Breath	None	Short
Restore	Have a Drink	—	—

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	0.7	—
40	0.5	1.2	—
90	0.5	0.1	Confuse 2.0
—	—	—	Recovers 30% of Giske's Maximum HP

Schedule

TIME	LOCATION	TIME	LOCATION
0:00	Carl's Pub—Open for business	10:15	Takes a nap
3:50	Closes and cleans	15:00	Washes the dishes
7:00	Drinks	18:00	Carl's Pub—Open for business

Gathering Friends

Requirements

LEVEL	TIMING
NO LOWER THAN 5 LEVELS BELOW JARVIS	AN ECCENTRIC VISITOR

Directions

1. Talk to Giske within Carl's Pub when he is working. He asks you to collect money from Jasmine and Jarvis.
2. Collect Jasmine's portion when she is at work within San Patty Accessories.
3. Talk to Jarvis and say "Okay." (By answering "No Way," you will not be able to recruit Jarvis. Skip to number 6.)
4. Make sure you have less than 5,000 Dagols, and talk to Giske (spend the money if you have too much).
5. Leave and gather 5,000 Dagols by selling items and defeating enemies.
6. Return to Giske and pay off Jarvis' tab.

Talk to Jarvis after paying his tab, and he will join you too.

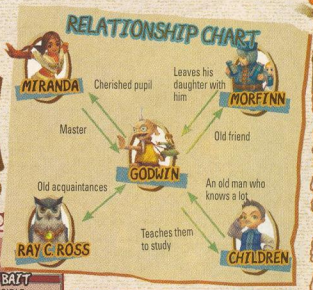
Godwin ♂

Olacion Order



Godwin is a bishop of the Olacion Order, a first-class monk, doctor, and teacher. Many admire him, but only a few have glimpsed his true abilities. He is thoughtful and hard working. Though he believes in the teachings of the gods, he feels that daily training is equally important. He likes to train and study and doesn't believe in wasting time.

EXP	DAGOL	DROP	ENCOUNTER
1950	238	REVIVAL STONE CHIP	GODWIN



Character Data

Master's Garment	
Element	None

Resistances

POI	PAR	BLD	BND	FRZ
⊙	⊙	▲	⊙	⊙
BLZ	**CON**	**CUR**	**PET**	**DTH**
⊙	⊙	⊙	●	⊙

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
40	1086	175	151	208	120
50	1436	212	190	223	137
75	2311	305	289	263	179
MAX	3151	395	383	302	220
GRADE	B	A	A	A	B

THOUGHT PROCESS
STANDARD > STANDARD > PASSIVE

SKILL
DEFENSE PLUS ★ ★ ★ ☆ ☆

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

TYPE	NAME		ELEMENT	RANGE
Attack	1 Radial Heel Drop		None	Short
Attack	2 Dual Attack	❶-❷	None	Short
Restore	Moonlit Life SE		—	—

ARC	KNOCK BACK	POWER	EFFECT
90	0.5	1	—
90	0	0.8	—
—	—	—	Restores 20% of Party's Maximum HP

Gathering Friends

Requirements

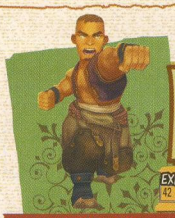
LEVEL	TIMING
—	BUILD THAT BODY! OR PEOPLE BEGIN TO CHANGE

Directions

1. Talk to Godwin when Miranda is in your party at level 35 or higher.

Schedule

TIME	LOCATION	TIME	LOCATION	TIME	LOCATION	TIME	LOCATION
0:00	Godwin's Residence	8:10	Teleports	12:30	Morfinn's Clinic Examination Room	17:50	Godwin's Room
4:50	Olacion Order Shrine (2)	9:20	Radiata Castle South Hall	13:50	Teleports	19:00	Universal Tree Hallway
5:30	Olacion Order Shrine (1)	10:50	Teleports	14:00	Olacion Order Shrine (2)	19:20	Olacion Order Shrine (1)
6:15	Universal Tree Hallway	11:00	President's Office (Vareth Magic Institute)	16:30	Olacion Order Shrine (1)	20:10	Olacion Order Shrine (2)
6:40	Godwin's Room	12:20	Teleports	17:30	Universal Tree Hallway	20:55	Godwin's Residence



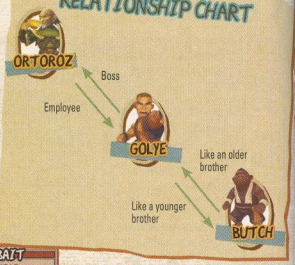
Golye ♂

VOID COMMUNITY

Golye is a failed martial arts fighter. Confident in his strength, he thought he could make it as a monk until he realized he had no other talent beyond brute force. He currently works at the reception desk of the bandit guild. He is often seen in the pub complaining loudly about monks. He gives up easily when confronted.

EXP	DAGOL	DROP	ENCOUNTER
42	5	HERB EXTRACT	GOLYE

RELATIONSHIP CHART



CHARACTER DATA

Work Clothes
Element None

Power Bangle
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
6	149	51	55	26	19
25	645	101	106	56	42
50	1297	166	174	96	72
75	1950	232	241	136	103
MAX	2576	296	307	174	133
GRADE	D	D	C	D	E

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Punch	None	Short
Attack	Tackle	None	Short

ARC	KNOCK BACK	POWER	EFFECT
40	1	1	—
60	1.3	1	Breaks Parry

THOUGHT PROCESS
BRAVE > BRAVE > BRAVE

SKILL
BAD CARRIER ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	FRIEND TUTORIAL

DIRECTIONS

1. Talk to Golye when he is in The Vampire Casino between 21:00 and 3:00.
2. Fight him and win.

SCHEDULE

TIME	LOCATION
0:00	The Vampire Casino
3:10	Void Community Hallway

TIME	LOCATION
3:15	Void Community Office
21:05	Void Community Hallway

TIME	LOCATION
21:10	The Vampire Casino



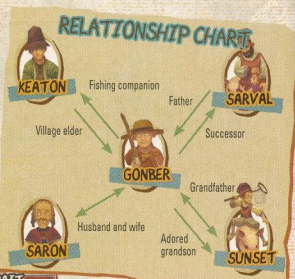
Gonber ♂

NO AFFILIATION

Gonber is a village elder and well respected by the other villagers. He is not interested in the advanced technology of Vareth and lives the simple life of a farmer. Farming is the only thing he is good at, but he is a sweet man who treats everyone in the village like family. His only hobby is fishing.

EXP	DAGOL	DROP	ENCOUNTER
117	201	HERB EXTRACT	GONBER

RELATIONSHIP CHART



CHARACTER DATA

Farmer's Hoe
Element None

Farming Clothes
Element None

Saint's Trophy
Reference [pg288]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
14	196	61	71	23	66
25	396	84	93	42	90
50	850	136	143	86	146
75	1305	189	193	131	201
MAX	1742	240	242	173	254
GRADE	E	E	E	D	B

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Downward Swing	None	Long
Attack	Horizontal Swing	None	Long
Restore	Rice Ball	—	—

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1.2	—
120	0.5	1	—
—	—	—	Restores 30% of Gonber's Maximum HP

THOUGHT PROCESS
BRAVE > TIMID > TIMID

SKILL
SHARP EDGE ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
9	FRIEND TUTORIAL

DIRECTIONS

1. Enter Tria Village (3).

Gonber joins your friends list after you save him from drowning.

SCHEDULE

TIME	LOCATION
0:00	Elder's Residence Bedroom
3:15	Elder's Residence Livingroom
3:25	Elder's Residence Entrance
3:35	Tria Village (2)

TIME	LOCATION
4:00	Tria Village (3)
11:25	Tria Village (2)
15:15	Tria Village (3)
19:25	Tria Village (2)

TIME	LOCATION
19:50	Elder's Residence Entrance
20:00	Elder's Residence Livingroom
22:10	Elder's Residence Bedroom



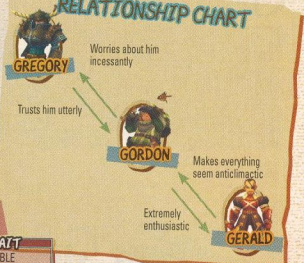
Gordon ♂

THEATER VANCOOR

Gordon is an assistant corporal of Theater Vancoor. As part of Gerald's unit, his pragmatism counterbalances Gerald's sometimes reckless enthusiasm. Although he calls him a goody-goody, Gerald is glad to have someone of Gordon's intelligence in his unit. He pays close attention to details and enjoys the trust of his comrades. He is polite to everybody.

EXP	DAGOL	DROP	ENCOUNTER
274	152	HERB EXTRACT	GORDON

RELATIONSHIP CHART



CHARACTER DATA

Bear Smasher
Element Earth

Plate Armor
Element None

Pluto's Trophy
Reference [pg288]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
14	274	77	82	40	51
25	611	104	113	55	66
50	1378	166	184	89	102
75	2144	228	256	123	138
MAX	2880	288	325	156	173
GRADE	C	D	B	E	D

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	1 Downward Thrust	Earth	Short
Attack	2 Upward Thrust	Earth	Short
Attack	3 Three Scratches	Earth	Short

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1	Poison 1.0
40	0.6	1	Poison 1.0, Knocks Upward
90	1	1.1	Poison 1.2

THOUGHT PROCESS
BRAVE > TIMID > TIMID

SKILL
PREVENT POISON ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
9	LINK TUTORIAL

DIRECTIONS

1. Talk to him.
2. Defeat him in a duel.

SCHEDULE

TIME	LOCATION
0:00	Gordon's Residence
5:10	Path of Swords and Wisdom
5:30	Yellow Town of Sun and Glory (1)
5:40	Theater Vancoor 1st Floor
6:35	Theater Vancoor 2nd Floor
6:50	Theater Vancoor 3rd Floor
7:05	The Zweit Squad Locker Room
17:10	Theater Vancoor 3rd Floor
17:25	Theater Vancoor 2nd Floor
17:40	Theater Vancoor 1st Floor
18:35	Yellow Town of Sun and Glory (1)
18:50	Yellow Town of Sun and Glory (2)
19:00	Begin Eatery
19:15	Begin Eatery 2nd Floor
20:55	Begin Eatery
21:15	Yellow Town of Sun and Glory (2)
21:25	Yellow Town of Sun and Glory (1)
21:40	Path of Swords and Wisdom
22:10	Gordon's Residence
23:00	Gordon's Residence



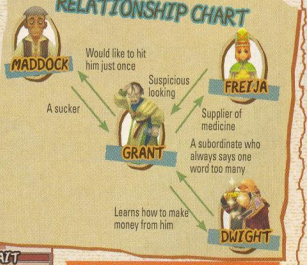
Grant ♂

OLACION ORDER

Grant is a priest of the Olacion Order. Born into an impoverished family, he is always dreaming of ways to make easy money and live the grand life. He heard that doctors make a lot of money and so entered the priest guild, where he soon joined Anastasia's faction. He always looks for the easy way out.

EXP	DAGOL	DROP	ENCOUNTER
19	48	TOADSTOOL POWDER	GRANT, HEAVY GUARDSMAN(A) X3

RELATIONSHIP CHART



CHARACTER DATA

Robe of Order
Element Earth

Skill Upper
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
3	116	32	39	36	68
25	554	82	85	80	90
50	1053	140	137	130	116
75	1551	198	189	181	142
MAX	2030	254	240	229	167
GRADE	E	E	E	C	D

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Curse Gas	None	Long
Restore	Recovery Ray SE	—	—
Attack	Fog of Poison SE	Earth	Long

ARC	KNOCK BACK	POWER	EFFECT
0	0.5	0.5	Curse 2.0
—	—	—	Restores 40% of Target's Maximum HP
0	0.5	0.3	Poison 3.0

THOUGHT PROCESS
TIMID > TIMID > TIMID

SKILL
COMPLETE DEFENSE ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	JACK'S FIRST MISSION

SUB MISSION
SMILODON FANG

DIRECTIONS

1. Talk to Grant. He asks you to deliver five copies of the Church Bulletin.
2. Deliver the five Bulletins to Servia, Sonia, Lunbar, Silvia, and Zeke.
3. Talk to Grant.

WORK SCHEDULES

NAME	STORE NAME	START	END
Servia	Club Vampire	17:35	13:00
Zeke	Mysterious Creatures Inn	11:10	4:45
Silvia	The Vampire Casino	17:35	12:00
Sonia	Chic Records	5:00	22:00
Lunbar	Dead End Armory	5:00	10:00

GRANT (CONT.)

SCHEDULE

TIME	LOCATION
0:00	Grant's Residence
1:00	Grant's Residence
6:40	White Town of Stars and Faith
6:50	Olacion Order Shrine (1)
7:00	Olacion Order Shrine (2)

TIME	LOCATION
7:15	Mortal Tree Hallway
7:30	Dwight's Room
13:35	Mortal Tree Hallway
13:50	Olacion Order Shrine (2)
15:10	Olacoin Order Shrine (1)

TIME	LOCATION
15:20	White Town of Stars and Faith
16:35	Eisenhower Pharmacy
18:20	White Town of Stars and Faith
18:55	Olacion Order Shrine (1)
19:05	Olacion Order Shrine (2)

TIME	LOCATION
19:40	Dwight's Residence
20:45	Olacion Order Shrine (2)
21:10	Olacion Order Shrine (1)
21:20	White Town of Stars and Faith
21:40	Grant's Residence



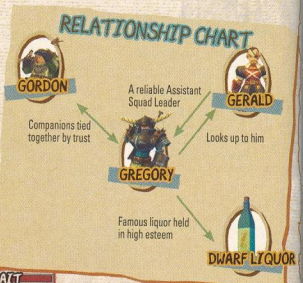
GREGORY ♂

THEATER VANCOOR

Gregory is a corporal of Theater Vancoor. He has fought alongside Gerald in many battles, and is a highly skilled warrior. Although he is a man of few words, he does have an emotional side. He looks up to Gerald, and goes into a fit of rage when people criticize his hero.

EXP	DAGOL	DROP	ENCOUNTER
990	304	HERB EXTRACT	GREGORY

RELATIONSHIP CHART



CHARACTER DATA

Titan Pike
Element: Earth

Plate Armor
Element: None

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
28	529	145	157	115	54
50	1352	211	234	143	88
75	2287	286	323	175	126
MAX	3185	359	408	205	164
GRADE	B	B	A	C	D

THOUGHT PROCESS
BRAVE > TIMID > TIMID

SKILL
DEFENSE PLUS ★ ★ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	1 Weak Thrust	Earth	Medium
Attack	2 Sweep Thrust	Earth	Medium
Attack	3 Power Thrust	Earth	Long

ARG	KNOCK BACK	POWER	EFFECT
40	0.5	0.7	—
200	1	0.8	Confuse 1.0
40	1.3	1	Confuse 1.2

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
23	FRIEND TUTORIAL

DIRECTIONS

1. Talk to Gregory. He asks you to retrieve a bottle of Dwarf Liquor from Earth Valley.
2. Talk to Oleg in the Downbay Diner. If he is no longer in Earth Valley, obtain the liquor from the racks in the Vashtel Liquor Store.
3. Return to Gregory with the Dwarf Liquor.

With Oleg gone, feel free to take the liquor right off the shelf.

SCHEDULE

TIME	LOCATION
0:00	Gregory's Residence
2:00	Gregory's Residence
7:10	Path to the Sun
7:20	Vancoor Square
7:30	Yellow Town of Sun and Glory (2)
8:00	Yellow Town of Sun and Glory (1)
8:10	Path of Swords and Wisdom
8:25	Theater Vancoor 2nd Floor

TIME	LOCATION
8:35	Theater Vancoor 3rd Floor
8:45	The Zweit Squad Locker Room
14:20	Theater Vancoor 3rd Floor
14:30	Theater Vancoor 2nd Floor
14:45	Theater Vancoor 1st Floor
15:00	Yellow Town of Sun and Glory (1)
15:15	The Survivor Armory
18:15	Yellow Town of Sun and Glory (1)

TIME	LOCATION
18:30	Yellow Town of Sun and Glory (2)
18:40	Begin Eatery
18:55	Begin Eatery 2nd Floor
22:15	Begin Eatery
22:30	Yellow Town of Sun and Glory (2)
23:00	Vancoor Square
23:10	Path to the Sun
23:30	Gregory's Residence



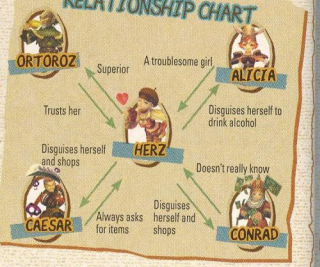
HERZ ♀

VOID COMMUNITY

Herz is a trainee leader of the Void Community. She is a master of disguises and can completely transform herself so that even her closest friends are unable to recognize her. A smiling face always hides what she is thinking. She can always be counted on to complete a job, however difficult. No one knows much about her private life.

EXP	DAGOL	DROP	ENCOUNTER
274	362	PANIC POWDER	HERZ

RELATIONSHIP CHART



Herz (cont.)

Character Data



Vettea
Element None



Disguise
Element None



Beckoning Cat
Reference [pg288]

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖

BLZ	CON	CUR	PET	DTH
✖	●	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
14	235	76	68	78	66
25	565	102	94	109	95
50	1317	162	155	180	161
75	2069	222	216	251	228
MAX	2791	280	275	319	291
GRADE	C	D	D	A	A

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

TYPE	NAME	ELEMENT	RANGE
Attack	1 Uphill	None	Medium
Attack	2 Flyout	None	Medium
Attack	Steal	None	Short

ARC	KNOCK BACK	POWER	EFFECT
200	0.5	1	Confuse 1.0
40	0.6	1.2	Confuse 1.2, Knocks Upward
60	0	0.2	Steal 3.0

Thought Process
BRAVE > BRAVE > TIMID

Skill
PREVENT PETRIFY ★ ☆ ☆ ☆ ☆

Gathering Friends

Requirements

Level	Timing
—	PEOPLE BEGIN TO CHANGE

Directions

1. Herz has disguised herself as Conrad. Talk to her with the real Conrad in your party between 16:15 and 17:30 in the Blade Pharmacy. Defeat her in battle after talking to her.
2. This time Herz has disguised herself as Caesar. Talk to her with the real Caesar in your party between 18:50 and 19:40 in the Verontier Armory. Defeat her in battle again.
3. Herz's last disguise is Alicia. Talk to her with the real Alicia in your party between 20:30 and 1:30 in Carl's Pub. Defeat her in one last battle.

The preceding steps can be completed in any order.

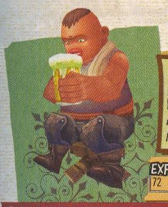
Schedule

Time	Location
0:00	Carl's Pub
1:45	Vancoor Square
2:10	Path to the Sun
2:30	Olacion Order Shrine (1)
3:05	Olacion Order Shrine (2)
3:45	Blue Town of Water and Wisdom (1)
4:30	Blue Town of Water and Wisdom (2)
4:50	Path to the Beast Pit
5:25	Black Town of Night and Lust

Time	Location
6:15	Beast Pit (2—1)
6:40	Chic Records
8:10	Beast Pit (1—4—3)
9:00	Club Vampire
9:15	The Vampire Casino
9:30	Void Community Hallway
9:40	Void Community Office
10:25	Void Community Hallway
10:35	The Vampire Casino

Time	Location
10:55	Club Vampire
11:05	Beast Pit (3—4—1—2)
12:25	Black Town of Night and Lust
13:05	Path to the Beast Pit
13:35	Blue Town of Water and Wisdom (1)
14:10	Path of Insanity and Fanaticism
14:40	White Town of Stars and Faith
15:10	Path of Swords and Wisdom
16:05	Blade Pharmacy

Time	Location
17:40	Path of Swords and Wisdom
17:50	Yellow Town of Sun and Glory (1)
18:00	Yellow Town of Sun and Glory (2)
18:10	Vancoor Square
18:40	Verontier Armory
19:50	Vancoor Square
20:15	Carl's Pub

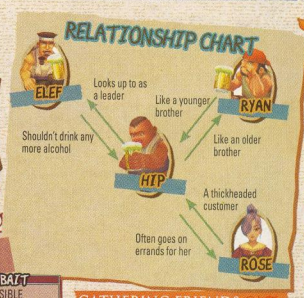


Hip ♂

NO AFFILIATION

Hip is a member of the bridge-building gang. He carries out Elef's orders perfectly and does his job well. He can look spaced-out at times; it's probably because he is. However, as soon as Elef begins discussing engineering matters, he becomes serious and listens carefully to every word. He also looks up to his co-worker Ryan.

EXP	DAGOL	DROP	ENCOUNTER
72	69	HERB EXTRACT	HIP



Character Data



Flying Foot
Element None



Work Clothes
Element None

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖

BLZ	CON	CUR	PET	DTH
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
7	397	65	46	6	23
25	948	126	84	12	53
50	1713	210	139	20	95
75	2479	295	193	28	138
MAX	3214	376	245	36	178
GRADE	B	A	E	E	D

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

TYPE	NAME	ELEMENT	RANGE
Attack	Downward Swing	None	Short
Attack	Sit In	—	—

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1	—
—	—	—	—

Thought Process
PASSIVE > PASSIVE > PASSIVE

Skill
MAX HP PLUS ★ ☆ ☆ ☆ ☆

Gathering Friends

Requirements

Level	Timing
5	AFTER JACK'S FIRST MISSION, BEFORE AN ECCENTRIC VISITOR

Sub-Mission
BEASTS BY THE BRIDGE

Directions

1. Talk to Elef at the bridge in the Dorse Region — Adien Region about the Bridge's Blueprints.
2. Talk to Virginia in the Peaceful Pony Inn.
3. Return to Elef with the Bridge's Blueprints.
4. Talk to Elef again when the bridge is complete.

Schedule (Before Meeting Parsec)

Time	Location
0:00	In the shed
6:10	Dorse Region—Adien Region
6:30	Works on construction
13:25	Dorse Region—Adien Region
13:40	In the shed

Time	Location
15:10	Dorse Region—Adien Region
15:30	Works on construction
21:35	Dorse Region—Adien Region
21:40	In the shed

Schedule (After Meeting Parsec)

Time	Location
0:00	Peaceful Pony Inn Diner
2:35	Peaceful Pony Inn
2:50	Peaceful Pony Inn 2nd Floor
3:00	Hip's Residence
12:25	Peaceful Pony Inn 2nd Floor

Time	Location
12:35	Peaceful Pony Inn
12:45	Peaceful Pony Inn Diner
14:45	Peaceful Pony Inn
15:00	White Town of Stars and Faith
15:15	Path of Insanity and Fanaticism

Time	Location
15:55	Blue Town of Water and Wisdom (2)
16:40	Black Rose General Store
17:30	Blue Town of Water and Wisdom (2)
18:15	Path of Insanity and Fanaticism
18:55	White Town of Stars and Faith

Time	Location
19:10	Peaceful Pony Inn
19:25	Peaceful Pony Inn Diner



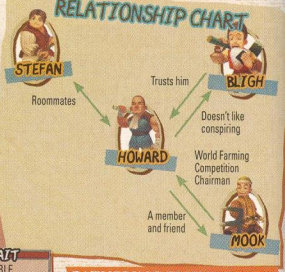
HOWARD ♂

THEATER VANCOOR

Howard is a five-time champion of the World Farming Competition. It's not as if he is particularly skilled or knowledgeable, however, as his success is due mostly to his great physical strength. He is a serious man who is trusted by his friends. He is not very fond of socializing.

EXP	DAGOL	DROP	ENCOUNTER
123	213	HERB EXTRACT	HOWARD

RELATIONSHIP CHART



CHARACTER DATA

Farmer's Hoe
Element None

Farming Clothes
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
15	195	71	74	35	51
25	428	98	91	52	73
50	1012	168	134	95	130
75	1595	237	178	138	186
MAX	2155	303	220	179	240
GRADE	E	C	E	D	B

THOUGHT PROCESS
BRAVE > TIMID > TIMID

SKILL
EARTH DEFENSE ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACK UP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Downward Swing	None	Long
Attack	Horizontal Swing	None	Long
Restore	Rice Ball	—	—

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1.2	—
120	0.5	1	—
—	—	—	Restores 30% of Howard's Maximum HP

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
10	FRIEND TUTORIAL

DIRECTIONS

1. Talk to Howard when he is available in Nuevo Village
2. Retrieve Tria Milk from Tria Village
3. Return to Howard and give him the Tria Milk.

SCHEDULE

TIME	LOCATION
0:00	Howard's Residence
6:15	Nuevo Village

TIME	LOCATION
6:25	Tills the fields
12:20	Returns from the fields

TIME	LOCATION
15:30	Tills the fields
18:40	Returns from the fields

TIME	LOCATION
19:30	Howard's Residence
23:00	Howard's Residence



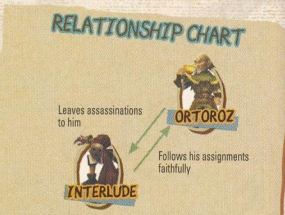
INTERLUDE ♂

VOID COMMUNITY

Void Community manager. Also called "das Gespens" (dead spirit). He does not kill in the smart, precise manner of Iris and Lily; instead, he just wades in and slaughters the target and anyone who gets in his way. A man of few words, he faithfully completes the tasks assigned to him by his bosses.

EXP	DAGOL	DROP	ENCOUNTER
684	0	HERB EXTRACT S	INTERLUDE

RELATIONSHIP CHART



CHARACTER DATA

Chrome Clothes
Element None

Power Bangle
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
23	567	147	49	8	40
25	642	153	52	11	42
50	1582	232	99	55	76
75	2522	311	146	100	111
MAX	3424	388	191	143	144
GRADE	B	A	E	E	E

THOUGHT PROCESS
STANDARD > STANDARD > STANDARD

SKILL
FIERCE DEFENSE ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACK UP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME		ELEMENT	RANGE
Attack	Bear Claw		None	Short
Attack	Combo Claw	1	None	Short
		2	None	Short
Attack	Crush Claw	1	None	Short
		2	None	Short

ARC	KNOCK BACK	POWER	EFFECT
90	0.5	1	—
40	0.5	0.9	—
40	1	0.9	—
40	0	1.1	—
40	0.5	1.1	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	PEOPLE BEGIN TO CHANGE

DIRECTIONS

1. Talk to Ortoroz. He assigns Interlude and Sonata to assist you.
2. Talk to Interlude. Fight and defeat him.
3. Talk to Interlude again.

If you lose the battle, wait until the following day to fight Interlude again.

SCHEDULE

TIME	LOCATION
0:00	Void Community Torture Room
14:20	Path of the Spider II (10)
15:00	Path of the Spider II (8)

TIME	LOCATION
19:10	Path of the Spider II (10)
20:00	Void Community Torture Room



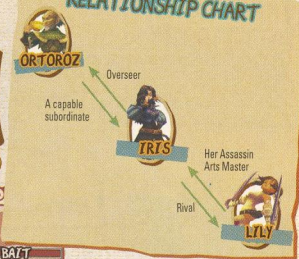
Iris ♀

VOID COMMUNITY

Iris is an assistant leader of the Void Community. Also known as the Crow, she can assassinate any target, given enough money. She learned her trade from her father Silent, the infamous assassin. Presently, she is passing on her skills to Lily. Unless she's on a job, she stays clear of flights. She doesn't do anything unless she's being paid for it.

EXP	DAGOL	DROP	ENCOUNTER
1858	330	HOLY WATER	IRIS

RELATIONSHIP CHART



CHARACTER DATA

Symphonia
Element Water

Black Dress
Element None

Divine Earring
Reference [pg288]

RESISTANCES

POT	PAR	BLD	BND	FRZ
▲	●	▲	▲	▲
BLZ	**CON**	**CUR**	**PET**	**DTH**
▲	▲	▲	▲	✖

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
39	884	186	137	157	36
50	1268	220	164	183	50
75	2142	297	227	242	83
MAX	2982	371	287	298	115
GRADE	C	A	D	A	E

THOUGHT PROCESS
STANDARD > STANDARD > STANDARD

SKILL
EVASION PLUS ★ ★ ★ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME		ELEMENT	RANGE
Attack	Punishment Whip		Water	Long
Attack	Whirlwind Whip	❶–❻	Water	Long

ARC	KNOCK BACK	POWER	EFFECT
120	0.5	1	—
120	0	0.6	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
34	LINK TUTORIAL

DIRECTIONS

❶ Talk to her and Select "Double the Pay," which comes to 40,000 Dagols

SCHEDULE

TIME	LOCATION
0:00	Void Community Office
1:20	Void Community Hallway
1:30	The Vampire Casino
1:45	Club Vampire
2:00	Beast Pit (3—4—1—2)
3:25	Black Town of Night and Lust
3:45	Gepald Apartments 1st Floor
3:55	Iris' Residence

TIME	LOCATION
4:30	Iris' Residence
5:10	Gepald Apartments 1st Floor
5:15	Black Town of Night and Lust
5:45	Beast Pit (2)
9:00	Black Town of Night and Lust
9:40	Path to the Beast Pit
10:25	Blue Town of Water and Wisdom (2)
10:50	Blue Town of Water and Wisdom (1)

TIME	LOCATION
11:35	Olacion Order Shrine (2)
12:15	Olacion Order Shrine (1)
12:25	Olacion Order Chapel
16:40	Olacion Order Shrine (1)
16:50	Olacion Order Shrine (2)
17:30	Blue Town of Water and Wisdom (1)
18:15	Blue Town of Water and Wisdom (2)
18:40	Path to the Beast Pit

TIME	LOCATION
19:10	Black Town of Night and Lust
20:00	Beast Pit (2—1—4—3)
21:10	Club Vampire
23:10	The Vampire Casino
23:30	Void Community Hallway
23:40	Void Community Office



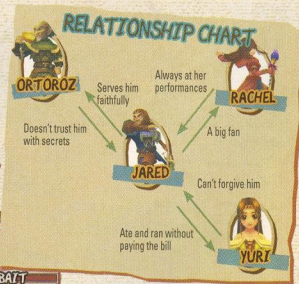
Jared ♂

VOID COMMUNITY

Void Community manager. Jared is a born talker. He talked his way into his position at the guild, although he's actually pretty good at his job. He is generally a fun, boisterous kind of guy. He lives life day by day, and he hates teamwork and having to work with other people.

EXP	DAGOL	DROP	ENCOUNTER
208	198	HERB EXTRACT	JARED

RELATIONSHIP CHART



CHARACTER DATA

Steel Dagger
Element None

Scouts Suit
Element None

RESISTANCES

POT	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
12	169	65	70	62	31
25	497	95	101	88	49
50	1128	154	161	139	85
75	1759	213	221	190	120
MAX	2364	269	279	240	155
GRADE	D	D	D	B	E

THOUGHT PROCESS
BRAVE > BRAVE > TIMID

SKILL
BERSERKER ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME		ELEMENT	RANGE
Attack	Piston Thrust	❶–❺	None	Short
		❻	None	Short
Attack	Steal		None	Short
Attack	Paralyze Gas		None	Long

ARC	KNOCK BACK	POWER	EFFECT
40	0	0.2	—
40	1	0.3	—
60	0	0.2	Steal 2.0
0	0.5	0.5	Paralyze 2.0

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
7	FRIEND TUTORIAL

DIRECTIONS

❶ Talk to Jared when he is seated in Club Vampire between 7:20 and 12:00.

❷ When Jared asks if he can talk to you, respond "Okay."

JARED (CONT.)

SCHEDULE

TIME	LOCATION
0:00	Red Lotus Metropolis Party Room
0:50	Red Lotus Metropolis
1:00	Black Town of Night and Lust

TIME	LOCATION
1:40	Beast Pit (2—1—4—8—6—5)
2:50	Jared's Home
4:30	Jared's Home

TIME	LOCATION
6:00	Beast Pit (5—6—8—4—3)
7:10	Club Vampire
12:10	Beast Pit (3—4—1—2)

TIME	LOCATION
13:20	Black Town of Night and Lust
17:30	Red Lotus Metropolis
17:40	Red Lotus Metropolis Party Room



JARVIS ♂

THEATER VANCOOR

Jarvis is a Sergeant of Theater Vancoor. Long ago, he aspired to become a knight and took many tests, but failed them all. Jealousy influences his dealings with Jack, an ex-Radiata Knight. However, he is a considerate and sympathetic man. He has trouble separating his work and private life. He is also leader of the Hecton Squad.

EXP	DAGOL	DROP	ENCOUNTER
578	159	POWER BANGLE	JARVIS

CHARACTER DATA



Fathmil
Element: Fire



Axe Head
Element: None



Power Bangle
Reference: [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
21	396	107	103	72	62
25	538	120	118	78	67
50	1429	201	212	119	100
75	2321	282	307	159	133
MAX	3177	361	398	199	164
GRADE	B	B	A	D	D

THOUGHT PROCESS: BRAVE > BRAVE > BRAVE

SKILL: PREVENT BLAZE ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	1 Thrust	Fire	Medium
Attack	2 Upward Thrust	Fire	Medium
Attack	3 Ground Sweep	Fire	Medium

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	0.6	—
40	0.6	0.8	—
200	0.5	1	Knock Down

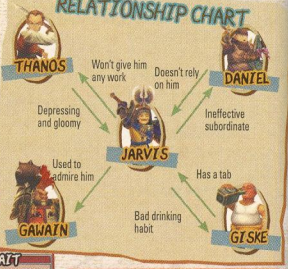
SCHEDULE

TIME	LOCATION
0:00	Jarvis' Residence
3:00	Jarvis' Residence
9:10	Yellow Town of Sun and Glory (2)
10:00	Yellow Town of Sun and Glory (1)
10:10	Theater Vancoor 1st Floor
11:30	Theater Vancoor Basement 1st Floor

TIME	LOCATION
11:45	The Hecton Squad Locker Room
16:10	Theater Vancoor Basement 1st Floor
16:25	Theater Vancoor 1st Floor
16:45	Yellow Town of Sun and Glory (1)
16:55	Yellow Town of Sun and Glory (2)
17:05	Vancoor Square

TIME	LOCATION
17:15	Carl's Pub
21:50	Vancoor Square
22:00	Yellow Town of Sun and Glory (2)
23:40	Jarvis' Residence

RELATIONSHIP CHART



GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
NO LOWER THAN 5 LEVELS BELOW JARVIS	AN ECCENTRIC VISITOR

DIRECTIONS

1. Talk to Giske within Carl's Pub when he is working. He asks you to collect money from Jasmine and Jarvis.
2. Collect Jasmine's portion when she is at work within San Patty Accessories.
3. Talk to Jarvis and say "Okay."
4. Make sure you have less than 5,000 Dagols, and talk to Giske. (If you have more than 5,000 Dagols, you won't be able to recruit Giske. Skip to number 7.)
5. Leave and gather 5,000 Dagols by selling items and defeating enemies.
6. Return to Giske and pay off Jarvis' tab.
7. Talk to Jarvis again.

Don't forget that an item's sell price is always lower than its purchase price



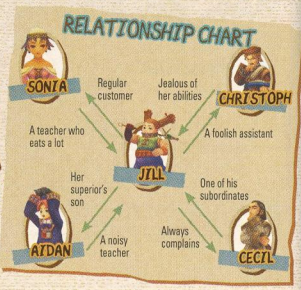
JILL ♀

VARETH MAGIC INSTITUTE

Jill is an assistant professor at the Vareth Magic Institute. Her specialty is item creation, and she creates things that are useful to the general public. When she was little, she would watch her father work at the armory. Before she knew it, her hobby was taking things apart and putting them back together again. She is a hearty, loud young woman.

EXP	DAGOL	DROP	ENCOUNTER
800	164	HERB EXTRACT	JILL, APPRENTICE(A), LIGHT GUARDSMAN(A) X2

RELATIONSHIP CHART



JILL (CONT.)

CHARACTER DATA

Argoth
Element Earth

Mage Armor
Element None

Saint's Trophy
Reference [pg288]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	▲

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
25	447	122	107	77	69
50	1142	181	173	122	131
75	1838	241	240	168	194
MAX	2506	299	303	212	255
GRADE	D	D	C	C	B

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME		ELEMENT	RANGE
Attack	Bomb Blast		Fire	Long
Attack	Earth Glaive Lv. 1		Earth	Long
Attack	Earth Glaive Lv. 2	❶–❸	Earth	Long
Attack	Earth Glaive Lv. 3	❶–❸	Earth	Long

ARC	KNOCK BACK	POWER	EFFECT
0	1	1	Blaze 1.5, Knock Back
0	0.5	1.6	Knock Upward
0	0.5	1.6	Knock Upward
0	0.5	1.6	Knock Upward

THOUGHT PROCESS
BRAVE > BRAVE > TIMID

SKILL
100T BODY ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
16	FRIEND TUTORIAL

DIRECTIONS

❶ Recruit Christoph.

❷ Talk to Jill between 10:30 and 14:00 in the Vareth Magic Institute's Star Tower Research Lab (2).

"100t Body" is ideal to prevent being knocked around.

SCHEDULE

TIME	LOCATION
0:00	Jill's Residence
5:40	Cache Apartments 2nd Floor
5:45	Cache Apartments 1st Floor
6:00	Blue Town of Water and Wisdom (1)
6:25	Blue Town of Water and Wisdom (2)
7:00	Vareth Magic Institute

TIME	LOCATION
7:15	Cafeteria
7:35	Star Tower
7:50	Star Tower Interior
8:05	Star Tower Research Lab (2)
14:15	Star Tower Interior
14:25	Star Tower

TIME	LOCATION
14:40	Cafeteria
17:15	Vareth Magic Institute
17:35	Vareth Magic Institute 2nd Floor
21:15	Vareth Magic Institute
21:25	Blue Town of Water and Wisdom (2)
22:10	Blue Town of Water and Wisdom (1)

TIME	LOCATION
22:35	Cache Apartments 1st Floor
22:50	Cache Apartments 2nd Floor
23:00	Jill's Residence

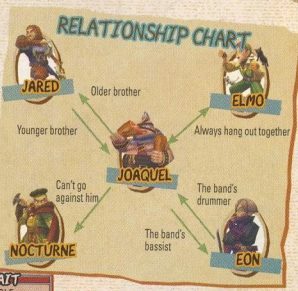


JOAQUEL ♂

VOID COMMUNITY

A bandit to the core, he has been a member of the guild for as long as he can remember. Joaquel gets by with his immense strength. His lack of smarts means he's easily manipulated by others. Jared is like a brother to him.

EXP	DAGOL	DROP	ENCOUNTER
434	38	COOLING SPRAY	JOAQUEL



CHARACTER DATA

Gigantic Hammer
Element None

Power Bangle
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
20	557	121	52	2	32
25	778	137	65	7	38
50	1887	220	132	35	69
75	2996	303	198	62	100
MAX	4061	382	262	88	129
GRADE	A	A	D	E	E

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Joaquel Attack	None	Medium
Attack	Steal	None	Short

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1	—
60	0	0.2	Steal 1.0

THOUGHT PROCESS
BRAVE > BRAVE > BRAVE

SKILL
STRENGTH PLUS ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
15	AFTER CHAINS OF FATE OR THE COCOON TREE

DIRECTIONS

❶ Talk to Joaquel in the Void Community Basement between 17:00 and 9:00.

❷ Tell Joaquel "Sure" when he asks you to stand guard for him.

❸ Do not enter the room you are guarding.

Fail Joaquel's task the first night to gain access to the Treasury.

SCHEDULE

TIME	LOCATION
0:00	Void Community Basement— Guards the vault
9:10	Void Community Hallway

TIME	LOCATION
9:25	The Vampire Casino
9:45	Club Vampire
16:15	The Vampire Casino

TIME	LOCATION
16:35	Void Community Hallway
16:50	Void Community Basement
17:00	Guards the vault



JOHAN ♂

VARETH MAGIC INSTITUTE

Johan is a student of the Vareth Magic Institute. His father made him join the institute, but he must have had potential, as he has absorbed much during his time there. However, he has too much confidence and is always convinced he's correct, leading him to clash with colleagues. He has no friends.

EXP	DAGOL	DROP	ENCOUNTER
61	136	MASS OF ENMITY	JOHAN, APPRENTICE(A), LIGHT GUARDSMAN(A) X2

CHARACTER DATA



Vatirork
Element: Wind



Vareth Uniform
Element: Wind

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
6	120	50	65	23	72
25	524	102	114	51	113
50	1056	172	179	89	168
75	1588	242	244	127	224
MAX	2098	308	306	163	277
GRADE	E	C	C	E	A

THOUGHT PROCESS
PASSIVE > TIMID > TIMID

SKILL
BAD CARRIER ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

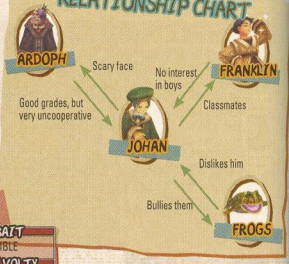
ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME		ELEMENT	RANGE
Attack	Thunderstorm Lv.1	❶-❸	Wind	Long
Attack	Thunderstorm Lv.2	❶-❸	Wind	Long
Attack	Thunderstorm Lv.3	❶-❸	Wind	Long

ARC	KNOCK BACK	POWER	EFFECT
0	1	1.4	Knock Back
0	1	1.5	Knock Back
0	1	1.6	Knock Back

RELATIONSHIP CHART



GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	FRIEND TUTORIAL

DIRECTIONS

❶ Talk to Johan on five different days.
❷ Johan will tell you a new lie each day, until he joins you on the fifth.

SCHEDULE

TIME	LOCATION
0:00	Johan's Residence
2:00	Johan's Residence
11:40	Teagle Apartments 2nd Floor
11:45	Teagle Apartments 1st Floor
11:55	Blue Town of Water and Wisdom (2)

TIME	LOCATION
12:25	Vareth Magic Institute
12:40	Cafeteria
12:50	Moon Tower
13:00	Moon Tower Interior
13:40	Moon Tower Research Lab (3)

TIME	LOCATION
19:15	Moon Tower Interior
19:55	Moon Tower
20:05	Cafeteria
20:20	Vareth Magic Institute
20:40	Blue Town of Water and Wisdom (2)

TIME	LOCATION
21:10	Teagle Apartments 1st Floor
21:20	Teagle Apartments 2nd Floor
21:30	Johan's Residence



KAIN ♂

OLACION ORDER

Kain is the high priest of the Olacion Order. Brought to the guild by the former high priestess, Enjela, he became a monk and his powers really blossomed. He was named high priest after the disappearance of Enjela. A wise and charismatic man, he has deeply held beliefs but is not a zealot.

EXP	DAGOL	DROP	ENCOUNTER
3858	529	REVIVAL STONE, EVASION BERRY	KAIN

CHARACTER DATA



High Priest's Gown
Element: None



Miracle Amulet

RESISTANCES

POI	PAR	BLD	BND	FRZ
⊙	⊙	⊙	⊙	⊙
BLZ	**CON**	**CUR**	**PET**	**DTH**
⊙	⊙	⊙	⊙	⊙

LV	HP	ATK	DEF	EVA	LCK
?	—	—	—	—	—
—	—	—	—	—	—
57	299	280	234	248	177
75	3858	330	291	290	192
MAX	5003	398	367	347	213
GRADE	A	A	A	A	C

THOUGHT PROCESS
STANDARD > STANDARD > STANDARD

SKILL
AUTO CURE ★ ★ ★ ★ ☆

WILLINGNESS TO ACCEPT ORDERS

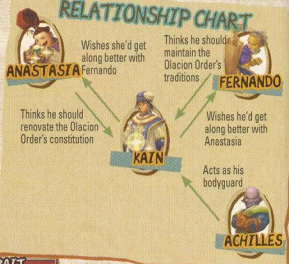
ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE

ATTACKS

TYPE	NAME		ELEMENT	RANGE
Attack	Palm of Energy		None	Short
Restore	Moonlit Heal SE		—	—
Volty	The End of Time	❶-❺	None	—
		ⓒ	None	—

ARC	KNOCK BACK	POWER	EFFECT
—	1	—	Knock Back
—	—	—	Restores 35% of Party's Maximum HP
—	1.3	0.2	—
—	1.3	—	888 Fixed Damage, Knock Back

RELATIONSHIP CHART



GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	PEOPLE BEGIN TO CHANGE

DIRECTIONS

❶ Recruit all the characters from the Olacion Order. Rocky is not necessary.
❷ Talk to Kain.

Kain (cont.)

Members of the Vareth Magic Institute

Name	Page
Achilles	[pgXX]
Adina	[pgXX]
Alvin	[pgXX]
Anastasia	[pgXX]
Clive	[pgXX]

Name	Page
Cosmo	[pgXX]
Dwight	[pgXX]
Edgar	[pgXX]
Elena	[pgXX]
Eugene	[pgXX]

Name	Page
Fernando	[pgXX]
Flora	[pgXX]
Godwin	[pgXX]
Grant	[pgXX]
Lulu	[pgXX]

Name	Page
Miranda	[pgXX]
Vitas	[pgXX]

Schedule

Time	Location
0:00	Olacion Order Chapel
6:00	Olacion Order Chapel
10:25	Mortal Tree Hallway

Time	Location
10:50	Confessional (2)
13:00	Mortal Tree Hallway
13:25	Olacion Order Chapel

Time	Location
13:45	Olacion Order Shrine (1)
14:00	White Town of Stars and Faith
14:25	Path of Swords and Wisdom

Time	Location
15:55	White Town of Stars and Faith
16:25	Olacion Order Shrine (1)
16:35	Olacion Order Chapel

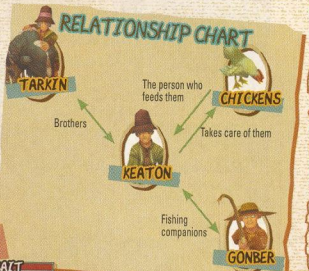


Keaton ♂

NO AFFILIATION

A farmer so interested in dairy farming that he moved all the way to Tria Village to learn about it. His work is his hobby. He gets excited when he sees a new plant budding in the fields, although he rarely shares his emotions with others.

EXP	DAGOL	Drop	Encounter
75	97	Herb Extract	Keaton



Character Data

Spade
Element: None

Farming Clothes
Element: None

Resistances

Poi	Par	Bld	Bnd	Frz
✖	✖	✖	✖	✖
Blz	**Con**	**Cur**	**Pet**	**Dth**
✖	✖	✖	✖	✖

Lv	HP	Atk	Def	Eva	Lck
10	168	57	78	41	38
25	456	85	109	67	56
50	936	133	160	111	86
75	1417	181	212	155	116
MAX	1879	228	261	198	144
Grade	E	E	D	D	E

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Bait
Possible	Possible	Possible	Possible
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
Possible	Possible	Possible	Can't Enact

Attacks

Type	Name	Element	Range
Attack	Thrust	None	Medium
Attack	Cross Bash	None	Medium
Restore	Rice Ball	—	—

Arc	Knock Back	Power	Effect
40	0.5	1.2	—
90	1	1	—
—	—	—	Restores 30% of Keaton's Maximum HP

Thought Process: Brave > Timid > Timid

Skill: Prevent Paralyze ★ ☆ ☆ ☆ ☆

Gathering Friends

Recruits

Requirements

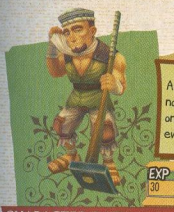
Level	Timing
5	Friend Tutorial

Directions

1. Talk to him after Tarkin has joined your Friends List.

Schedule

Time	Location
All Day	Tria Village (2)

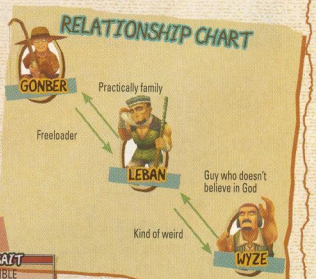


Leban ♂

NO AFFILIATION

A farmer who grows only enough food to feed himself and his family. He is not interested in the rest of the world and is content as long as his loved ones are happy. He is rarely willing to try anything new and sticks to the same everyday routine. He enjoys having a quiet, peaceful drink in the evening.

EXP	DAGOL	Drop	Encounter
30	136	Heating Tablet	Leban



Character Data

Farmer's Hoe
Element: None

Farming Clothes
Element: None

Resistances

Poi	Par	Bld	Bnd	Frz
✖	✖	✖	✖	✖
Blz	**Con**	**Cur**	**Pet**	**Dth**
✖	✖	✖	✖	✖

Lv	HP	Atk	Def	Eva	Lck
4	116	42	47	23	25
25	471	91	88	73	63
50	894	149	137	132	109
75	1317	208	186	192	155
MAX	1722	265	233	249	199
Grade	E	D	E	B	C

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Bait
Possible	Possible	Possible	Possible
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
Possible	Possible	Possible	Can't Enact

Attacks

Type	Name	Element	Range
Attack	Downward Swing	None	Long
Attack	Horizontal Swing	None	Long
Restore	Rice Ball	—	—

Arc	Knock Back	Power	Effect
40	0.5	1.2	—
120	0.5	1	—
—	—	—	Restores 30% of Leban's Maximum HP

Thought Process: Brave > Timid > Timid

Skill: Fierce Defense ★ ☆ ☆ ☆ ☆

Gathering Friends

Requirements

Level	Timing
—	Friend Tutorial

Directions

1. Talk to Wyze to find out that Leban is missing.
2. Approach Leban in Tria Region (1) to trigger his plea for help.
3. Save Leban from the attacking monsters.

Leban (cont.)

Schedule

Time	Location
0:00	Elder's Residence Kitchen
5:10	Elder's Residence Entrance
5:20	Tria Village (2)

Time	Location
9:20	Tria Village (1)
9:40	Working in the fields
12:00	Returns from the fields

Time	Location
14:00	Goes back to the fields
14:30	Working in the fields
18:00	Returns from the fields

Time	Location
18:20	Tria Village (2)
18:40	Elder's Residence Entrance
18:50	Elder's Residence Kitchen

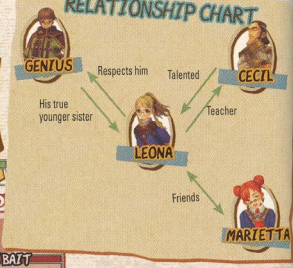


Leona ♀

Vareth Magic Institute

Leona is a student of the Vareth Magic Institute and Genius' younger sister. While working hard under Cecil, she managed to decipher some magic documents left by the original president of the institute. She is the only one who can read the manuscript. A very shy and timid girl, she always has a worried look on her face.

EXP	DAGOL	DROP	ENCOUNTER
19	277	INVINCIBILITY MED	LEONA, HEAVY GUARDSMAN(A) X1, LIGHT GUARDSMAN(A) X2



Character Data


Ancient Magic Book
Element None


Vareth Uniform
Element None


Lucky Charm
Reference [pg287]

Resistances

POI	PAR	BLD	BND	FRZ
⊙	▲	▲	▲	▲

BLZ	CON	CUR	PET	DTH
▲	▲	⊙	▲	⊙

LV	HP	ATK	DEF	EVA	LCK
3	102	49	25	33	45
25	738	129	74	92	104
50	1461	220	130	160	172
75	2183	311	187	227	239
MAX	2877	398	241	292	304
GRADE	C	A	E	A	A

Thought Process: BRAVE > TIMID > TIMID

Skill: FIERCE DEFENSE ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE

BACK AWAY	PLAY DEAD	GO NUTS	USE VOLTY
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name		Element	Range
Attack	Khar-fu	❶-❷	None	Short
Attack	Na Rhubi		None	Short
Other	Read Book		—	—

Arc	Knock Back	Power	Effect
0	0	1.3	Ignores Guard
0	0	0.8	Ignores Guard
—	—	—	—

Gathering Friends

Requirements

Level	Timing
—	THE RED LION

Directions

❶	Begin the Leona's Glasses sub-scenario.
❷	Talk to Leona in the Vareth Magic Library. She tells you that she is interested in the Voynich Manuscript.
❸	Ask Leann about the Voynich Manuscript.
❹	Retrieve the book from Aldo.
❺	Talk to Leona in the Library again and hand her the Voynich Manuscript.
❻	Talk to Leona again to learn about the Book of Angels.
❼	Retrieve the Book of Angels from the Treasure Chest in the Septem Caves (7) accessed via Algandars Castle
❽	Return to Leona when she is in the Library, and give her the Book of Angels.

The Book of Angels is located in the depths of Algandars Castle

Schedule

Time	Location
0:00	Leona's Residence
3:00	Leona's Residence
7:05	Leopearl Apartments 1st Floor
7:10	Blue Town of Water and Wisdom (2)
7:35	Vareth Magic Institute
7:50	Cafeteria
8:10	Star Tower
8:25	Star Tower Interior

Time	Location
8:40	Star Tower Research Lab (2)
10:45	Star Tower Interior
10:55	Star Tower
11:10	Cafeteria
11:30	Vareth Magic Institute
11:45	Vareth Magic Institute 2nd Floor
11:55	Library
19:45	Vareth Magic Institute 2nd Floor

Time	Location
19:55	Vareth Magic Institute
20:05	Blue Town of Water and Wisdom (2)
20:30	Leopearl Apartments 1st Floor
20:40	Leona's Residence
21:00	Leopearl Apartments 1st Floor
23:45	Leona's Residence

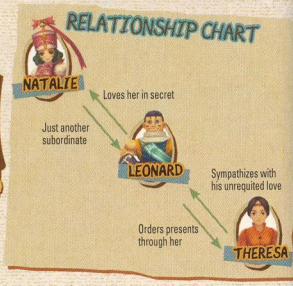


Leonard ♂

Radiata Castle

Leonard is a Royal Radiata Knight and room leader of one of the trainee knight rooms. He looks and acts ten years older than his actual age (21). He takes good care of the newbies and reaches them everything there is to know about life in the castle. He can be a brusque talker but he is a friendly guy.

EXP	DAGOL	DROP	ENCOUNTER
160	227	HERB EXTRACT	LEONARD



Leonard (cont.)

Character Data

Knight Axe	
Element	None
Linen Cuirass	
Element	None

Thought Process: BRAVE > TIMID > TIMID

Skill: PREVENT PETRIFY ★ ☆ ☆ ☆ ☆

Resistances

POI	PAR	BLD	BND	FRZ
●	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
13	403	84	85	37	56
25	877	121	121	60	70
50	1865	198	196	110	102
75	2854	275	271	159	133
MAX	3803	350	344	206	162
GRADE	A	B	B	C	D

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

TYPE	NAME	ELEMENT	RANGE
Attack	1 Sideways Attack	None	Short
Attack	2 Low Swing	None	Short

ARC	KNOCK BACK	POWER	EFFECT
90	0.5	0.8	—
200	0.5	1	Knock Down

Gathering Friends

Requirements

LEVEL	TIMING
—	BATTLE AT LUPUS GATE

Directions

1. Talk to him with Natalie in your party.

Schedule

TIME	LOCATION
0:00	Trainee's Room (1)
7:30	Radiata Castle B1 Hall (3)
7:45	Radiata Castle Small Tower
7:55	Radiata Castle B1 Hall (4)
8:10	Radiata Castle B1 Hall (5)
8:20	Radiata Castle B1 Hall (6)
8:35	Training Facility
13:10	Radiata Castle B1 Hall (6)

TIME	LOCATION
13:25	Radiata Castle B1 Hall (5)
13:35	Radiata Castle B1 Hall (4)
13:50	Radiata Castle Small Tower
14:05	Radiata Castle 1st Floor Hall (2)
14:20	Radiata Castle 1st Floor Hall (3)
14:30	Radiata Castle 1st Floor Hall (1)
14:50	Men's Toilet
16:15	Radiata Castle 1st Floor Hall (1)

TIME	LOCATION
16:35	Radiata Castle 1st Floor Hall (3)
16:45	Radiata Castle 1st Floor Hall (2)
17:00	Radiata Castle Small Tower
17:15	Radiata Castle B1 Hall (4)
17:30	Radiata Castle B1 Hall (5)
17:40	Radiata Castle B1 Hall (6)
17:55	Training Facility
21:15	Radiata Castle B1 Hall (6)

TIME	LOCATION
21:30	Radiata Castle B1 Hall (5)
21:40	Radiata Castle B1 Hall (4)
21:55	Radiata Castle Small Tower
22:05	Radiata Castle B1 Hall (3)
22:20	Trainee's Room (1)

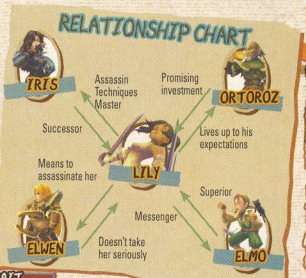


Lily ♀

Void Community

Assistant trainee leader of the Void Community. She came to the bandit guild after fleeing from her malevolent parents. She trains under Iris and is given the assassin name Vice (White Princess). She has few interests and always seems to be kind of dazed. She lacks motivation and doesn't usually act until told to do so.

EXP	DAGOL	DROP	ENCOUNTER
924	347	COOLING SPRAY	LILY



Character Data

Vaise	
Element	Wind
Arabum	
Element	Wind
Assassin Suit	
Element	None

Thought Process: BRAVE > BRAVE > BRAVE

Skill: PREVENT PETRIFY ★ ☆ ☆ ☆ ☆

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
27	488	160	45	128	76
50	1237	223	80	214	116
75	2051	292	118	309	160
MAX	2833	358	155	399	202
GRADE	C	B	E	S	C

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

TYPE	NAME	ELEMENT	RANGE
Attack	Double Edge	Wind	Medium
Attack	Double Fall	Wind	Medium
Attack	Death Cross ❶–❷	Wind	Medium

ARC	KNOCK BACK	POWER	EFFECT
40	1	1.3	—
40	0.5	1.2	—
90	0	0.8	—

Gathering Friends

Requirements

LEVEL	TIMING
22	FRIEND TUTORIAL

Directions

1. Talk to her in the Path of The Spider I (20) between 13:00 and 15:00.
2. She faults you for getting in the way, and initiates a duel. Defeat her.

Schedule (Normal)

TIME	LOCATION
0:00	Black Town of Night and Lust
2:30	Gepald Apartments 2nd Floor
2:40	Lily's Residence

TIME	LOCATION
5:00	Lily's Residence
9:05	Gepald Apartments 2nd Floor
9:10	Black Town of Night and Lust

TIME	LOCATION
9:40	Beast Pit (2—1—4—3)
10:50	Club Vampire
15:45	The Vampire Casino

TIME	LOCATION
17:15	Club Vampire
17:30	Beast Pit (3—4—1—2)
18:40	Black Town of Night and Lust

Schedule (Recruitment is Possible)

TIME	LOCATION
0:00	Black Town of Night and Lust
3:10	Beast Pit (2—1—4—3)
4:20	Club Vampire
4:30	The Vampire Casino
4:50	Void Community Hallway
5:05	Void Community Basement
5:20	Void Community Torture Room
5:30	Path of the Spider II (10)

TIME	LOCATION
6:15	Path of the Spider II (8)
6:30	Path of The Spider II (11)
7:50	Path of The Spider I (6)
8:20	Path of The Spider I (7)
8:35	Path of The Spider I (16)
8:55	Path of The Spider I (17)
9:40	Path of The Spider I (18)
12:40	Path of The Spider I (20)

TIME	LOCATION
15:25	Path of The Spider I (18)
15:50	Path of The Spider I (17)
16:35	Path of The Spider I (16)
16:55	Path of The Spider I (7)
17:10	Path of The Spider I (6)
18:00	Path of The Spider II (11)
19:00	Path of The Spider II (8)
19:15	Path of The Spider II (10)

TIME	LOCATION
20:00	Void Community Torture Room
20:10	Void Community Basement
20:25	Void Community Hallway
20:40	The Vampire Casino
21:00	Club Vampire
21:10	Beast Pit (3—4—1—2)
22:20	Black Town of Night and Lust



Lulu ♀

OLACION ORDER

Lulu is a follower of the Olacion Order. She is also the daughter of the president of a famous pharmaceutical company. However, she lost her parents in an accident and had to take over the family business. It was then that she met Anastasia, with whom she shared many ideas. She is not good at telling right from wrong, but she's a sweet girl.

EXP	DAGOL	DROP	ENCOUNTER
61	109	CURE DROP	LULU, HEAVY GUARDSMAN(A) X3

CHARACTER DATA

Robe of Order
Element None

Luck Bracelet
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
6	127	39	37	24	59
25	633	72	80	55	99
50	1298	116	137	96	152
75	1964	159	195	137	205
MAX	2604	201	249	176	255
GRADE	D	E	E	D	B

THOUGHT PROCESS
PASSIVE > PASSIVE > PASSIVE

SKILL
STATUS CURE ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Hip Attack	None	Short
Restore	Recovery Ray SE	—	—
Attack	Waving Wind SE	None	Short

ARC	KNOCK BACK	POWER	EFFECT
601	0.5	1	—
—	—	—	Restores 40% of Target's Maximum HP
0	0.5	0.3	Curse 3.0

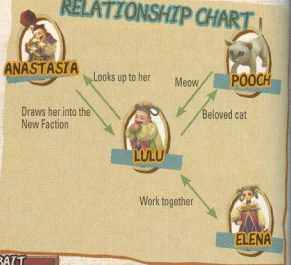
SCHEDULE

TIME	LOCATION
0:00	Lulu's Apartment
4:40	Tigers Apartments 2nd Floor
4:45	Tigers Apartments 1st Floor
4:55	Yellow Town of the Sun and Glory (2)
5:10	Radiata Castle Front Gate
5:40	Olacion Order Shrine (1)
6:15	Olacion Order Shrine (2)
6:30	Olacion Order Mortal Tree Hallway

TIME	LOCATION
6:50	Anastasia's Room
8:40	Olacion Order Mortal Tree Hallway
8:50	Olacion Order Chapel
10:40	Olacion Order Mortal Tree Hallway
10:50	Anastasia's Room
16:10	Olacion Order Mortal Tree Hallway
16:30	Olacion Order Shrine (2)
16:45	Olacion Order Shrine (1)

TIME	LOCATION
17:15	Path to the Sun
17:35	Vancoor Square
20:20	Yellow Town of the Sun and Glory (2)
20:35	Tigers Apartments 1st Floor
20:50	Tigers Apartments 2nd Floor
21:00	Lulu's Residence

RELATIONSHIP CHART



GATHERING FRIENDS

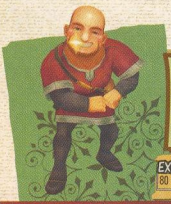
REQUIREMENTS

LEVEL	TIMING
—	FRIEND TUTORIAL

DIRECTIONS

1. Talk to Lulu to find out that her cat has gone missing.
2. Find her cat, Pooch, on the piles of trash at the edge of Black Town of Night and Lust.
3. Return to Lulu with Pooch.

There is only one Pooch; don't be fooled by the others.



Lyle ♂

NO AFFILIATION

A macho dandy, he is the president of JFT Co., the weapon manufacturing company. He leaves the work of the company to his employees, so he can spend his time free from worldly cares. He likes to strike poses when he's talking. He makes regular exercise part of his lifestyle.

EXP	DAGOL	DROP	ENCOUNTER
80	326	HERB EXTRACT	LYLE

CHARACTER DATA

President Blade
Element None

Normal Clothes
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
7	858	55	58	21	77
25	1583	104	106	56	100
50	2590	173	173	105	132
75	3597	242	241	154	164
MAX	4563	308	306	201	195
GRADE	A	C	C	C	C

THOUGHT PROCESS
BRAVE > BRAVE > BRAVE

SKILL
DEFENSE PLUS ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

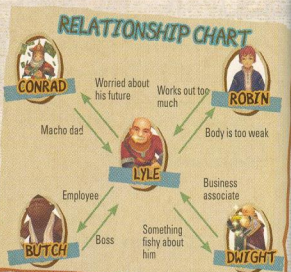
ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	1 Muscle Pose1	None	Medium
Attack	2 Muscle Pose2	None	Medium

ARC	KNOCK BACK	POWER	EFFECT
90	1	0.8	—
90	1	0.9	—

RELATIONSHIP CHART



GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	AN ECCENTRIC VISITOR

DIRECTIONS

1. Talk to Lyle with Conrad in your party.

Lyle (cont.)

Schedule

Time	Location
0:00	Lyle's Residence
5:00	Lyle's Mansion
10:00	Lyle's Residence

Time	Location
11:10	Lyle's Mansion
11:20	Vancoor Square
11:30	Belmont General Store

Time	Location
13:20	Vancoor Square
13:40	Lyle's Mansion
16:50	Lyle's Residence

Time	Location
20:50	Lyle's Mansion
23:40	Lyle's Residence



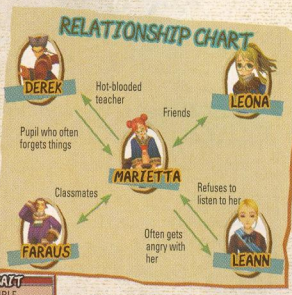
Marietta ♀

Vareth Magic Institute

Marietta entered the Vareth Magic Institute at the age of thirteen. She is always working hard to overcome her own tough luck. Everyone thought she would rise rapidly through the ranks, but she has been held back by her one major flaw: her chronic clumsiness. Someday, she'll make it big...

EXP	DAGOL	Drop	Encounter
208	218	Herb Extract	Marietta, Apprentice(A), Light Guardsman(A) X2

Relationship Chart



Character Data

Suolo
Element: Earth

Vareth Uniform
Element: Earth

Resistances

Pot	Par	Bld	Rnd	Frz
●	✖	✖	✖	✖
Blz	**Con**	**Cur**	**Pet**	**Dth**
✖	✖	✖	✖	✖

Lv	HP	Atk	Def	Eva	Lck
12	202	75	81	33	14
25	550	113	116	58	29
50	1221	186	183	108	59
75	1892	260	251	157	89
MAX	2537	330	316	204	117
Grade	D	B	C	C	E

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Batt
Possible	Can't Enact	Possible	Possible
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
Possible	Possible	Possible	Can't Enact

Attacks

Type	Name	Element	Range	Arc	Knock Back	Power	Effect
Other	Stumble	—	—	—	—	—	—
Attack	Stone Javelin Lv.1	Earth	Long	0	1	1.7	Knock Back
Attack	Stone Javelin Lv.2	Earth	Long	0	1	1.8	Knock Back

Thought Process: Passive > Passive > Timid

Skill: Water Defense ★ ☆ ☆ ☆ ☆

Gathering Friends

Requirements

Level	Timing
7	Friend Tutorial

Directions

1. Enter the Storeroom in the Vareth Magic Institute's Star Tower, and rescue Marietta from under the boxes.

Recruits

Schedule

Time	Location
0:00	Marietta's Residence
1:00	Marietta's Residence
8:45	Leopearl Apartments 2nd Floor
8:50	Leopearl Apartments 1st Floor
9:05	Blue Town of Water and Wisdom (2)
9:30	Vareth Magic Institute
9:40	Vareth Magic Institute 2nd Floor

Time	Location
9:50	Library
12:55	Vareth Magic Institute 2nd Floor
13:05	Vareth Magic Institute
13:25	Cafeteria
13:40	Star Tower
13:50	Star Tower Interior
14:30	Star Tower Research Lab (3)

Time	Location
18:10	Star Tower Interior
18:50	Star Tower
19:00	Cafeteria
19:15	Vareth Magic Institute
19:35	Blue Town of Water and Wisdom (2)
20:00	Leopearl Apartments 1st Floor
20:15	Leopearl Apartments 2nd Floor

Time	Location
20:25	Marietta's Residence
20:35	Leopearl Apartments 2nd Floor
20:40	Leopearl Apartments 1st Floor
23:40	Leopearl Apartments 2nd Floor
23:50	Marietta's Residence

Marietta's Schedule will not come into effect until after she has joined.



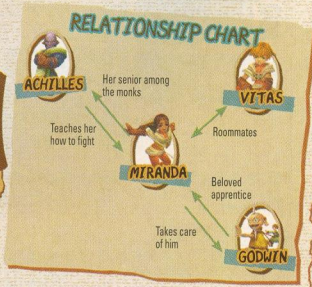
Miranda ♀

Olacion Order

Miranda is a priestess of the Olacion Order. A student of Godwin, she is skilled as both monk and priest. A good girl who cares about others and who believes she has the power to heal everyone. However, her thoughtfulness is sometimes a burden to others.

EXP	DAGOL	Drop	Encounter
741	267	Moon Stone Chip	Miranda

Relationship Chart



Miranda (cont.)

Character Data

Nun's Robe — Element: None

Monk Bangle — Reference: [pg287]

Resistances

POI	PAR	BLD	BND	FRZ
✖	▲	▲	✖	✖

BLZ	CON	CUR	PET	DTH
✖	▲	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
25	506	125	97	118	124
50	1233	209	172	160	179
75	1960	293	248	203	234
MAX	2658	373	321	245	288
GRADE	D	A	B	B	A

Thought Process: PASSIVE > PASSIVE > BRAVE

Skill: DEFENSE PLUS ★ ★ ☆ ☆ ☆

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

TYPE	NAME	ELEMENT	RANGE
Attack	1 Jab	None	Short
Attack	2 Right High Kick	None	Short
Attack	3 Palm of Power	None	Short
Cure	Purified Tears SE	—	—
Restore	Moonlit Heal SE	—	—

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	0.7	—
90	1	0.9	—
40	1.3	1	—
—	—	—	Cures All of Target's Afflictions
—	—	—	Restores 20% of Party's Maximum HP

Gathering Friends

Requirements

LEVEL	TIMING
—	BUILD THAT BODY! OR PEOPLE BEGIN TO CHANGE

Directions

1. Talk to Miranda when you are injured or suffering from a status ailment and have her heal you.
2. Miranda joins after she has healed you three times, each on a different day.

Dueling someone nearby is a great way to drop your HP.

Schedule

TIME	LOCATION	TIME	LOCATION	TIME	LOCATION	TIME	LOCATION
0:00	Miranda's Residence	9:15	Universal Tree Hallway	14:40	White Town of Stars and Faith	20:15	Olacion Order Shrine (2)
2:00	Miranda's Residence	9:20	Olacion Order Shrine (1)	14:55	Olacion Order Shrine (1)	21:45	Olacion Order Shrine (1)
5:05	Path of Swords and Wisdom	9:30	Castle Gate	15:05	Olacion Order Shrine (2)	22:00	White Town of Stars and Faith
5:10	White Town of Stars and Faith	11:10	Blue Town of Water and Wisdom (1)	16:20	Olacion Order Shrine (1)	22:25	Path of Swords and Wisdom
5:30	Olacion Order Shrine (1)	11:25	Blue Town of Water and Wisdom (2)	17:25	Universal Tree Hallway	22:35	Miranda's Residence
5:40	Olacion Order Chapel	12:35	Path of Insanity and Fanaticism	17:45	Godwin's Room	22:50	[NA]Miranda's Residence
7:50	Universal Tree Hallway	12:50	White Town of Stars and Faith	19:05	Universal Tree Hallway	22:55	Path of Swords and Wisdom
8:05	Godwin's Room	13:05	Morfinn's Clinic	19:25	Olacion Order Shrine (1)	23:50	Miranda's Residence

Miranda does not follow her Schedule during the mission **Build that Body!**



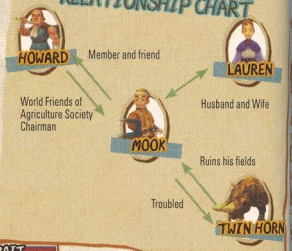
Mook ♂

NO AFFILIATION

Mook is a sponsor of the World Friends of Agriculture Society. He goes on and on to everyone he meets about the joys of farming. As a result, his own fields are neglected and choked with weeds. He tends to get very preachy about the subject: his neighbors are starting to avoid talking to him.

EXP	DAGOL	DROP	ENCOUNTER
104	147	HERB EXTRACT	MOOK

Relationship Chart



Character Data

Spade — Element: None

Farming Clothes — Element: None

Warrior Bangle — Reference: [pg287]

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖

BLZ	CON	CUR	PET	DTH
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
12	195	65	72	29	36
25	447	95	94	44	61
50	933	152	138	75	110
75	1418	210	182	106	159
MAX	1884	266	224	136	207
GRADE	E	D	E	E	C

Thought Process: BRAVE > TIMID > TIMID

Skill: PREVENT FREEZE ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

TYPE	NAME	ELEMENT	RANGE
Attack	Thrust	None	Medium
Attack	Cross Bash	None	Medium
Restore	Rice Ball	—	—

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1.2	—
90	1	1	—
—	—	—	Restores 30% of Mook's Maximum HP

Gathering Friends

Requirements

LEVEL	TIMING
7	FRIEND TUTORIAL

Directions

1. Talk to Mook and listen to his complaint about the monster on the hillside.
2. Defeat the Twin Horn at the top of the hill in the Dova Region (1).
3. Talk to Mook again.

The Twin Horn appears only after talking to Mook.

Schedule

TIME	LOCATION	TIME	LOCATION
0:00	Mook's Residence	15:45	Tills the fields
7:15	Dova Region (2)	18:30	Returns from the fields
7:40	Tills the fields	19:10	Mook's Residence
12:00	Returns from the fields		



Morfinn ♂

NO AFFILIATION

A doctor with a clinic in the White Town of Stars and Faith. He talks and acts as if he has a few screws missing, which frightens his patients. However, he's the most knowledgeable medical practitioner in Radiata and can fix a simple illness in a jiffy. Because of his busy schedule, he has Godwin take care of his daughter, Rabi.

EXP	DAGOL	DROP	ENCOUNTER
30	327	INVINCIBILITY MED	MORFINN

CHARACTER DATA



Sacred Blue Gown
Element None



Saint's Trophy
Reference [pg288]

RESISTANCES

POI	PAR	BLD	BND	FRZ
⊙	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	⊙	✖	✖

LV	HP	ATK	DEF	EVA	LCK
6	143	22	35	35	81
25	491	44	56	53	131
50	949	73	85	77	198
75	1408	102	114	101	265
MAX	1848	129	141	125	330
GRADE	E	E	E	E	A

THOUGHT PROCESS
PASSIVE > PASSIVE > PASSIVE

SKILL
STATUS CURE ★ ☆ ☆ ☆ ☆

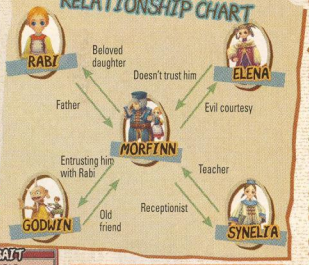
WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BATT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Cure	Cure All Effects	—	—
Attack	Poison Gas	None	Long
ARC	**KNOCK BACK**	**POWER**	**EFFECT**
—	—	—	Cures All of Target's Afflictions
0	0.5	0.5	Poison 3.0

RELATIONSHIP CHART



GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	FRIEND TUTORIAL

DIRECTIONS

1. Talk to Morfinn between 0:00 and 5:50 or 10:00 and 11:30. Select "Okay" when he offers you his medicine.
2. Talk to Morfinn between 0:00 and 5:50 or 10:00 and 11:30 again on a different day. Answer "Okay" once more.

SCHEDULE

TIME	LOCATION	TIME	LOCATION	TIME	LOCATION	TIME	LOCATION
0:00	Morfinn's Clinic Examination Room	9:15	Morfinn's Clinic	12:15	Morfinn's Clinic Med Storeroom	19:15	Morfinn's Clinic
6:15	Morfinn's Clinic	9:45	Morfinn's Clinic Examination Room	16:10	Morfinn's Clinic	19:45	Morfinn's Clinic Examination Room
6:45	Morfinn's Clinic 2nd Floor	12:00	Morfinn's Clinic	16:40	Morfinn's Clinic 2nd Floor		



Morgan ♀

VARETH MAGIC INSTITUTE

Morgan is a professor at the Vareth Magic Institute. Her major interest is black magic, which includes the study of spirits and curses. She is one of the few people researching beneficial applications of the magic, which most consider to be cruel and wicked. Despite her appearance, she has something of a meek and accommodating personality.

EXP	DAGOL	DROP	ENCOUNTER
1680	221	MOON STONE	MORGAN, ANDOPH, SUBORDINATE MAGE(A) X2, HEAVY GUARDSMAN(A)

CHARACTER DATA



Adventia
Element None



Witch Cloak
Element None



Skill Upper
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
37	740	170	127	135	43
50	1105	206	159	160	48
75	1807	276	223	210	59
MAX	2480	342	283	258	69
GRADE	D	B	D	B	E

THOUGHT PROCESS
STANDARD > BRAVE > BRAVE

SKILL
FIGHTING SPIRIT ★ ☆ ☆ ☆ ☆

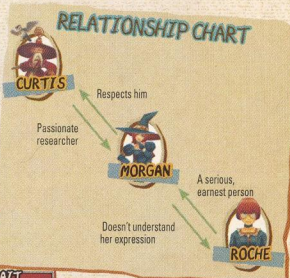
WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BATT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Energy Drain	None	Long
ARC	**KNOCK BACK**	**POWER**	**EFFECT**
0	0	1	Ignores Guard, Drains HP

RELATIONSHIP CHART



GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	FRIEND TUTORIAL

DIRECTIONS

1. Talk to Morgan between 11:15 and 17:45 in the Vareth Magic Institute's Star Tower Research Lab (3). Donate 1,000 Dagols.
2. Talk to Morgan on a different day at the same time and place. Donate 3,000 Dagols.
3. Talk to Morgan on a different day at the same time and place. Donate 9,000 Dagols.
4. Talk to Morgan on a different day at the same time and place. Donate 30,000 Dagols.

At the end of the fourth day, Morgan will have cost you 43,000 Dagols.

Morgan (cont.)

Schedule

Time	Location
0:00	Morgan's Residence
4:10	Orso Apartments 1st Floor
4:15	Path to the Beast Pit
4:45	Blue Town of Water and Wisdom (2)
4:55	Vareth Magic Institute
5:10	Cafeteria
5:20	Moon Tower
5:30	Moon Tower Interior

Time	Location
6:10	Moon Tower Research Lab (1)
8:40	Moon Tower Interior
9:15	Moon Tower
9:25	Cafeteria
9:35	Vareth Magic Institute
10:15	Cafeteria
10:30	Star Tower
10:40	Star Tower Interior

Time	Location
11:15	Star Tower Research Lab (1)
18:00	Star Tower Interior
18:30	Star Tower
18:35	Star Tower—President's Office
18:40	President's Office
20:35	President's Office—Moon Tower
20:40	Moon Tower
20:50	Cafeteria

Time	Location
21:00	Vareth Magic Institute
21:15	Blue Town of Water and Wisdom (2)
21:25	Path to the Beast Pit
21:55	Orso Apartments 1st Floor
22:05	Morgan's Residence



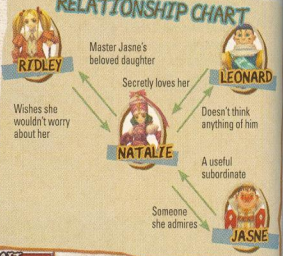
Natalie ♀

Radiata Castle

A female knight and member of the Violet Chevre, one of the elite units of the Radiata Knights. She is as competitive as any man, and is skilled in command and strategy. Her charisma makes her a strong leader. Despite all this military success, she has not lost touch with her feminine side.

EXP	DAGOL	DROP	ENCOUNTER
1848	785	MOON STONE, GLORY EDGE, STRENGTH BERRY	NATALIE

Relationship Chart



Character Data

Glory Edge
Element: Wind

Glory Armor
Element: None

Resistances

POI	PAR	BLD	BND	FRZ
▲	▲	▲	▲	●
BLZ	**CON**	**CUR**	**PET**	**DTH**
▲	▲	▲	▲	⊙

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
27	777	153	143	105	103
50	1743	223	211	159	143
75	2793	300	286	219	187
MAX	3802	374	358	276	229
GRADE	A	A	B	B	B

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Batt
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE

Attacks

Type		Name	Element	Range
Attack	1	Scoop up	Wind	Medium
Attack	2	Right Slash	Wind	Medium
Attack	3	Jump Slash	Wind	Medium
Attack	4	Force Blow	Wind	Medium
Volty		First Class Flurry ❶-❺	None	—

Arc	Knock Back	Power	Effect
200	0.5	1.2	Paralyze 1.0
90	0.5	0.8	Paralyze 1.0
40	0.5	1.4	Paralyze 1.0
200	0.5	1.2	Paralyze 1.0
—	0.5	0.6	Knocks Upward

Thought Process: STANDARD > BRAVE > PASSIVE

Skill: IRON LINK ★ ★ ☆ ☆ ☆

Gathering Friends

Requirements

Level	Timing
11	BATTLE AT LUPUS GATE

Directions

❶ Talk to Natalie.

Schedule

Time	Location
0:00	Natalie's Room
4:30	Radiata Castle 3rd Floor Hall (2)
4:45	Radiata Castle 3rd Floor Hall (3)
5:00	Radiata Castle 3rd Floor Hall (4)

Time	Location
5:05	Radiata Castle 3rd Floor Hall (5)
5:35	Radiata Castle 4th Floor Hall (1)
12:20	Radiata Castle 3rd Floor Hall (5)
12:50	Radiata Castle 3rd Floor Hall (4)

Time	Location
12:55	Radiata Castle 3rd Floor Hall (3)
13:10	Knight Meeting Room
19:05	Radiata Castle 3rd Floor Hall (3)
19:10	Radiata Castle 3rd Floor Hall (2)

Time	Location
19:25	Natalie's Room



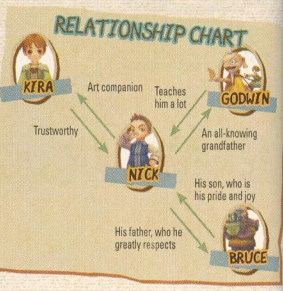
Nick ♂

No Affiliation

Nick is looked up to by the other kids because he is a smart jock who never loses fights. He is serious and obedient, which makes him popular among the adults as well. Parents are always asking their kids, "Why can't you be more like Nick?" Nick dreams of becoming a knight and protecting his country.

EXP	DAGOL	DROP	ENCOUNTER
13	105	CURE DROP	NICK

Relationship Chart



NICK (CONT.)

CHARACTER DATA

Slingshot
Element None

Children's Clothes
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
2	108	39	38	34	22
25	519	92	83	97	76
50	966	150	132	166	135
75	1413	208	181	134	195
MAX	1843	264	229	300	252
GRADE	E	D	E	A	B

THOUGHT PROCESS
BRAVE > BRAVE > TIMID

SKILL
EVASION PLUS ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACK UP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Slingshot	None	Long
Other	Antagonize Enemy	—	—

ARC	KNOCK BACK	POWER	EFFECT
0	0.5	1	—
—	—	—	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	FRIEND TUTORIAL

DIRECTIONS

1. Talk to Nick with Bruce in your party.

Nick will join you only if his father, Bruce, is in your party.

SCHEDULE

TIME	LOCATION
0:00	Nick's Residence
8:10	Path of Swords and Wisdom
8:20	Yellow Town of Sun and Glory (1)
8:25	Yellow Town of Sun and Glory (2)
8:30	Vancoor Square

TIME	LOCATION
12:30	Yellow Town of Sun and Glory (2)
13:00	Olacion Order Shrine (1)
13:20	Olacion Order Shrine (2)
16:30	Olacion Order Shrine (1)
16:50	Path to the Sun

TIME	LOCATION
17:20	Vancoor Square
17:30	Yellow Town of Sun and Glory (2)
17:35	Yellow Town of Sun and Glory (1)
17:40	Path of Swords and Wisdom
18:00	Nick's Residence



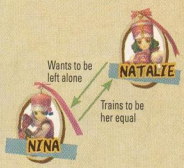
NINA ♀

RADIATA CASTLE

A Royal Radiata Knight. She looks up to Natalie and hopes to take her place someday. She is indifferent and businesslike toward everyone else. She has few close friends and likes to spend time studying rather that socializing.

EXP	DAGOL	DROP	ENCOUNTER
178	214	HERB EXTRACT	NINA

RELATIONSHIP CHART



CHARACTER DATA

Knight Saber
Element None

Knight Armor
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
11	182	68	75	46	42
25	631	109	112	74	63
50	1435	183	178	124	102
75	2238	257	244	175	141
MAX	3010	328	307	223	178
GRADE	C	C	C	C	D

THOUGHT PROCESS
BRAVE > BRAVE > BRAVE

SKILL
EVASION PLUS ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACK UP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	1 Slice	None	Medium
Attack	2 Thrust	None	Medium
Attack	3 Low Strike	None	Medium

ARC	KNOCK BACK	POWER	EFFECT
90	1	0.8	—
40	0.5	1	—
200	0.5	0.9	Knock Down

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
6	THE GUARDIANS

DIRECTIONS

1. Talk to Nina between 14:20 and 19:00 in Radiata Castle's Training Facility, and accept her challenge.
2. Repeat step one on a different day.

When recruiting Nina, it doesn't matter if you win or lose her duels.

SCHEDULE

TIME	LOCATION
0:00	Trainee's Room (2)
4:10	Radiata Castle B1 Hall (2)
4:20	Radiata Castle Small Tower
4:35	Radiata Castle 1st Floor Hall (2)
4:50	Radiata Castle 1st Floor Hall (3)
5:10	Radiata Castle 1st Floor Hall (4)
5:25	Radiata Castle 2nd Floor Hall (4)

TIME	LOCATION
5:40	Radiata Castle 3rd Floor Hall (5)
5:55	Radiata Castle 4th Floor Hall (1)
12:05	Radiata Castle 3rd Floor Hall (5)
12:20	Radiata Castle 2nd Floor Hall (4)
12:35	Radiata Castle 1st Floor Hall (4)
12:50	Radiata Castle 1st Floor Hall (3)
13:15	Radiata Castle 1st Floor Hall (2)

TIME	LOCATION
13:30	Radiata Castle Small Tower
13:45	Radiata Castle B1 Hall (4)
14:00	Radiata Castle B1 Hall (5)
14:10	Radiata Castle B1 Hall (6)
14:20	Training Facility
19:15	Radiata Castle B1 Hall (6)
19:25	Radiata Castle B1 Hall (5)

TIME	LOCATION
19:35	Radiata Castle B1 Hall (4)
19:50	Radiata Castle Small Tower
20:00	Radiata Castle B1 Hall (2)
20:10	Trainee's Room (2)



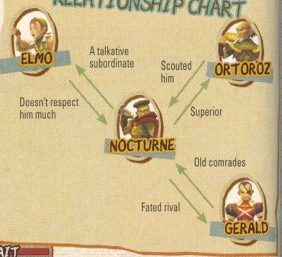
Nocturne ♂

VOID COMMUNITY

Nocturne is a trainee leader of the Void Community. He and Gerald entered the warrior guild together. Elite warriors, they were known as "Iron Slasher Gerald" and "Sprinting Shadow Nocturne." However, after a quarrel, Nocturne quit the guild and joined the bandit guild at Ortoroz's urging. He is a very cautious man, but is quick to act on his decisions.

EXP	DAGOL	DROP	ENCOUNTER
2341	0	HERB EXTRACT DX	NOCTURNE

RELATIONSHIP CHART



CHARACTER DATA

Zengen
Element None

Leather Clothes
Element None

Warrior Bangle
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
▲	●	▲	●	●
BLZ	**CON**	**CUR**	**PET**	**DTH**
●	●	●	●	⊙

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
44	1983	196	151	216	138
50	2160	215	170	231	149
75	2897	295	251	296	195
MAX	3605	372	329	357	240
GRADE	A	A	B	A	B

THOUGHT PROCESS
STANDARD > STANDARD > STANDARD

SKILL
IRON LINK ★★☆☆☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACK UP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME		ELEMENT	RANGE
Attack	1 Thrust		None	Long
Attack	2 Radial Sweep		None	Long
Attack	3 Heaven and Earth	❶	None	Long
		❷	None	Long
Attack	Steal		None	Short

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1	Breaks Parry
200	1.3	0.9	—
40	0.6	0.9	Knocks Upward
40	0.5	1.1	—
60	0	0.2	Steal 3.0

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	AN ECCENTRIC VISITOR

SUB MISSION
CHAINS OF FATE

DIRECTIONS

❶ Talk to Nocturne with Gerald in your party.
❷ Defeat Nocturne in the subsequent duel.

SCHEDULE

TIME	LOCATION
0:00	Nocturne's Residence
1:05	Beast Pit (8—4—3)
1:55	Club Vampire
2:10	Club Vampire 2nd Floor
15:00	Club Vampire
16:05	Beast Pit (3—4—1—2)
17:10	Dead End Armory
19:15	Beast Pit (8—1—4—8)
20:10	Nocturne's Residence



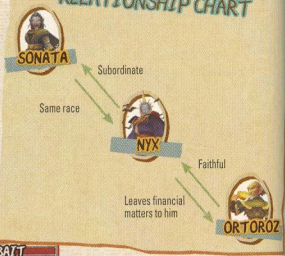
Nyx ♂

VOID COMMUNITY

Founder of the Void Community. Of a race living in wild country far from Radiata. No one knows the reason why he created the Void Community. He has a mysterious way of thinking and appears indifferent to those who are not directly involved in his affairs. His sentences often trail off into complete silences...

EXP	DAGOL	DROP	ENCOUNTER
2994	696	HERB EXTRACT DX, MYSTERY BERRY	NYX

RELATIONSHIP CHART



CHARACTER DATA

Floating Sword
Element None

Monster Cloak
Element None

Divine Earring
Element [pg288]

RESISTANCES

POI	PAR	BLD	BND	FRZ
⊙	⊙	⊙	⊙	⊙
BLZ	**CON**	**CUR**	**PET**	**DTH**
⊙	⊙	⊙	⊙	⊙

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
—	—	—	—	—	—
50	4400	254	217	144	118
75	5215	329	316	177	164
MAX	5998	401	412	208	210
GRADE	A	A	A	C	C

THOUGHT PROCESS
STANDARD > STANDARD > AGGRESSIVE

SKILL
KING OF NIGHT ★★★★☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACK UP	BE BAIT
IMPOSSIBLE	IMPOSSIBLE	IMPOSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
IMPOSSIBLE	IMPOSSIBLE	POSSIBLE	POSSIBLE

ATTACKS

TYPE	NAME		ELEMENT	RANGE
Attack	Sword Carnival	❶-❹	None	Long
Attack	Deadly Spin	❶-❼	None	Short
Attack	Freeze Breath	❶-❺	Water	Long
Volty	Sword Tempest	❶-❿	None	—

ARC	KNOCK BACK	POWER	EFFECT
0	0.5	1	Breaks Parry
360	1.3	1.2	—
90	0.5	0.8	Freeze 2.0
—	0.5	0.4	Knock Down

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
45	THE PAINTINGS

DIRECTIONS

❶ Talk to him with Curtis, Elwen, and Kain in your party.
❷ Defeat him in the subsequent battle.

SCHEDULE

TIME	LOCATION
All Day	Void Community The Abyss



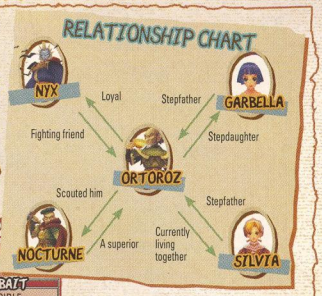
Ortoroz ♂

VOID COMMUNITY

Ortoroz is the leader of the Void Community. He works under Nyx, although he is responsible for day-to-day operations. He lost his eye in the same battle that cost Nyx his lower body. He is a sophisticated gentleman with impeccable manners. He is very familiar with the "dark side" of Radiata. He has several adopted daughters.

EXP	DAGOL	DROP	ENCOUNTER
1511	598	CEMENT POWDER	ORTOROZ

RELATIONSHIP CHART



CHARACTER DATA

Answerer
Element None

Scouts Suit
Element None

Toughness Bangle
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
▲	▲	●	▲	▲

BLZ	CON	CUR	PET	DTH
⊙	●	▲	▲	⊙

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
35	955	178	142	134	117
50	1434	221	183	166	144
75	2233	294	252	220	190
MAX	3001	364	319	272	234
GRADE	C	B	C	B	B

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BATT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME		ELEMENT	RANGE
Attack	1 Cutting Knives		None	Short
Attack	2 Helmet Crush		None	Short
Attack	3 Fists of Fury	❶~❺	None	Short
		❻	None	Short
Attack	Steal		None	Short
Other	High Cackle		—	—

ARC	KNOCK BACK	POWER	EFFECT
90	0.5	0.8	Confuse 1.0
40	0.5	1.1	Confuse 1.0
40	0	0.6	—
40	0.5	0.6	Confuse 1.0, Knock Down
60	0	0.2	Steal 3.0
—	—	—	—

THOUGHT PROCESS: STANDARD > STANDARD > STANDARD

SKILL: DEFENSE PLUS ★ ★ ★ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
30	PEOPLE BEGIN TO CHANGE

DIRECTIONS

1. Talk to Ortoroz. He asks you to retrieve four Meteor Fragments.
2. Collect the four Meteor Fragments from the Dova Region (1), Adien Region (1), Tria Village (3), and Septem Region (3) between 0:00 and 6:00.
3. Return to Ortoroz and give him the Meteor Fragments.
4. Talk to Ortoroz again on a different day.

DOVA REGION (1)



At the top of the hill. pg150

ADIEN REGION (1)



At the end of the dead-end fork. pg158

TRIA VILLAGE (3)



Next to the water's edge. pg165

SEPTEM REGION (3)



Mixed in among the ruins. pg171

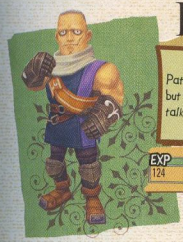
SCHEDULE

TIME	LOCATION
0:00	Void Community The Abyss
2:00	Void Community Hallway
2:20	The Vampire Casino
2:40	Club Vampire
2:50	Beast Pit (3)
3:10	Ortoroz's Residence

TIME	LOCATION
5:00	Ortoroz's Residence
7:55	Beast Pit (3)
8:10	Club Vampire
8:20	The Vampire Casino
8:40	Void Community Hallway
8:50	Void Community Office

TIME	LOCATION
15:00	Void Community Hallway
15:10	The Vampire Casino
18:00	Club Vampire
19:40	The Vampire Casino
20:00	Void Community Hallway
20:10	Void Community Office

TIME	LOCATION
22:40	Void Community Hallway
22:55	Entering Void Community The Abyss
23:05	Void Community The Abyss



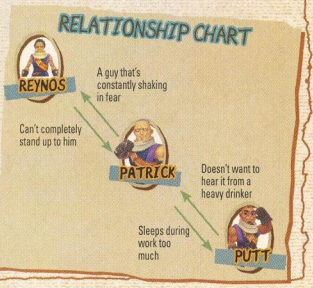
Patrick ♂

RADIATA CASTLE

Patrick is a watchman of the jail in Radiata Castle. He used to be a knight, but his laid-back attitude got him demoted to the basement. He is easy to talk to, despite his appearance, and is well liked by the newbie knights.

EXP	DAGOL	DROP	ENCOUNTER
124	233	TOADSTOOL POWDER	PATRICK

RELATIONSHIP CHART



Patrick (cont.)

Character Data

Iron Edge
Element None

Guard's Uniform
Element None

Toughness Bangle
Reference [pg287]

Resistances

POT	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
9	207	68	72	21	32
25	664	105	103	47	52
50	1380	163	152	87	84
75	2096	221	201	128	116
MAX	2783	277	247	167	147
GRADE	C	D	E	E	E

Thought Process: BRAVE > BRAVE > BRAVE

Skill: COMPLETE DEFENSE ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

TYPE	NAME	ELEMENT	RANGE
Attack	Hard Thrust	None	Medium
Attack	Throat Thrust	None	Medium

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	0.8	Breaks Parry
40	0.5	1.2	Knock Down

Gathering Friends

Requirements

LEVEL	TIMING
4	THE GUARDIANS

Directions

1. Talk to Patrick when he is drinking between 20:30 and 21:30 in the Watchman's Room.
2. Tell him that you will keep his secret.

Schedule (Normal)

TIME	LOCATION
0:00	Watchman's Room
6:15	Dungeon Stairs
6:25	Dungeon Passage (2)
7:00	Dungeon Passage (3)
8:40	Dungeon Passage (2)
11:55	Dungeon Passage (3)
13:40	Dungeon Passage (2)
16:30	Dungeon Stairs
16:40	Watchman's Room

Schedule (Recruitment is Possible)

TIME	LOCATION
0:00	Watchman's Room
6:15	Dungeon Stairs
6:25	Dungeon Passage (2)
7:00	Dungeon Passage (3)
8:40	Dungeon Passage (2)
11:55	Dungeon Passage (3)
13:40	Dungeon Passage (2)
16:30	Dungeon Stairs
16:40	Watchman's Room
20:30	Watchman's Room – Drinking
21:30	Watchman's Room

Keeping Promises

Patrick has a drinking problem, and Putt just sleeps too much. Unfortunately, neither wants the other one to know when they partake in these activities. Patrick's Schedule allows for you to recruit him between 20:30 and 21:30. Putt's Schedule allows for you to recruit him between 20:25 and 21:30. Once you have recruited one of the two, both will switch to their Normal Schedule at the end of the day. For this reason, you have approximately one hour Radiara Time to recruit both characters. Begin with Putt as he lies down. Answer yes, and race to talk with Patrick.

Paul ♂

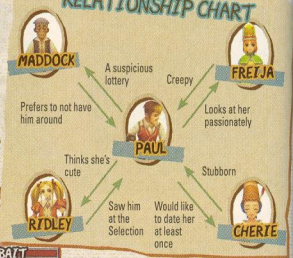
NO AFFILIATION



One of the seven wonders of Radiara. No one knows much about his life. There is a rumor that he used to be an aristocrat, which is probably untrue. Each year he takes the knight test, but he's failed three times in a row. He thinks he's a lady's man—if only he could actually meet one.

EXP	DAGOL	DROP	ENCOUNTER
13	238	MINT DROP	PAUL

Relationship Chart



Character Data

Knight Saber
Element None

Normal Clothes
Element None

Resistances

POT	PAR	BLD	BND	FRZ
✖	✖	✖	✖	●
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
2	114	43	44	11	5
25	793	102	110	39	39
50	1532	168	183	70	76
75	2270	233	256	101	114
MAX	2980	296	326	130	150
GRADE	C	D	B	E	E

Thought Process: BRAVE > TIMID > TIMID

Skill: EARTH DEFENSE ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

TYPE	NAME	ELEMENT	RANGE
Attack	1 Thrust	None	Medium
Attack	2 Ground Sweep	None	Medium
Attack	Blow a Kiss	None	Long

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1	—
200	0.5	0.9	Knock Down
0	0.5	0	Confuse

Gathering Friends

Requirements

LEVEL	TIMING
—	FRIEND TUTORIAL

Directions

1. Talk to Paul with a female in your party.

Schedule

TIME	LOCATION
0:00	Paul's Residence
1:00	Paul's Residence
4:00	Path of Swords and Wisdom
6:10	Paul's Residence
8:00	Paul's Residence
8:10	Path of Swords and Wisdom
8:20	White Town of Stars and Faith
8:45	The Last Word Book Store
12:00	White Town of Stars and Faith
12:20	Eisenhower Pharmacy
17:00	White Town of Stars and Faith
18:25	Path of Swords and Wisdom
18:40	Paul's Residence



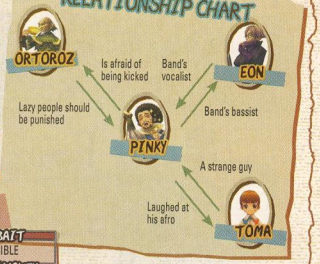
PINKY ♂?

VOID COMMUNITY

He is the Void Community manager and a flamboyant knife-throwing expert. He works as a bouncer at the Void bar. He does his job without complaint, but he's quick to panic when something major goes down. When that happens, no one can tell what kind of crazy stunt he might pull.

EXP	DAGOL	DROP	ENCOUNTER
124	20	TOADSTOOL POWDER, PAYAPAYA DANCE	PINKY

RELATIONSHIP CHART



CHARACTER DATA

Butterfly Knife
Element None

Chrome Clothes
Element None

Lucky Charm
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
9	221	50	74	51	44
25	595	83	122	93	64
50	1179	136	197	160	97
75	1763	189	272	227	130
MAX	2324	240	344	291	162
GRADE	D	E	B	A	D

THOUGHT PROCESS
TIMID > TIMID > BRAVE

SKILL
FIRE DEFENSE ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME		ELEMENT	RANGE
Attack	Belt Thrust		None	Short
Attack	Steal		None	Short
Attack	Throw Knives	5 hits	None	Long
Other	Juggle Knives		—	—

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1	Breaks Parry
60	0	0.2	Steal 1.0
0	0.5	0.7	—
—	—	—	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
4	FRIEND TUTORIAL

DIRECTIONS

1. Kick Pinky three times when he is sleeping in the Beast Pit (3) between 21:00 and 7:00.

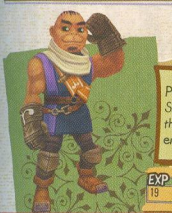
SCHEDULE

TIME	LOCATION
0:00	Beast Pit (3)—Takes a nap
7:00	Wakes up
10:10	Beast Pit (3—4—1—2)
11:05	Black Town of Night and Lust
11:35	Gepald Apartments 1st Floor

TIME	LOCATION
11:50	Gepald Apartments 2nd Floor
12:00	Pinky's Residence
13:10	Pinky's Residence
13:15	Gepald Apartments 1st Floor
13:20	Gepald Apartments 2nd Floor

TIME	LOCATION
13:30	Black Town of Night and Lust
13:50	Red Lotus Metropolis
14:00	Red Lotus Metropolis Party Room
17:00	Red Lotus Metropolis
17:10	Black Town of Night and Lust

TIME	LOCATION
17:50	Beast Pit (2—1—4—3)
18:30	Beast Pit (3)
21:00	Takes a nap



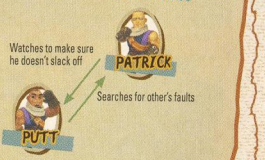
PUTT ♂

RADIATA CASTLE

Putt is a watchman of the jail in Radiata Castle and Patrick's assistant. Slow to learn and tactless, he ended up assigned to the job the knights hate the most. Though incompetent, cowardly, and far from the most hard-working employee of the castle, he's a nice guy.

EXP	DAGOL	DROP	ENCOUNTER
19	264	SNOW POWDER	PUTT

RELATIONSHIP CHART



CHARACTER DATA

Iron Hammer
Element None

Guard's Uniform
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
3	275	41	50	28	25
25	599	90	96	63	55
50	1610	145	149	103	90
75	2320	201	203	144	124
MAX	3002	255	254	183	157
GRADE	C	E	E	D	E

THOUGHT PROCESS
TIMID > TIMID > TIMID

SKILL
PREVENT BLIND ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME		ELEMENT	RANGE
Attack	Recoil Smash		None	Medium
Other	Whistle		—	—

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1.2	—
—	—	—	Summons Helper Rat

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	THE GUARDIANS

DIRECTIONS

1. Talk to Putt when he is Napping between 20:25 and 21:30 in Radiata Castle's Watchman's Room.
2. Tell him that you will keep his secret.

SCHEDULE (NORMAL)

TIME	LOCATION
0:00	Dungeon Passage (3)
2:40	Dungeon Passage (2)
5:30	Dungeon Stairs

TIME	LOCATION
5:40	Watchman's Room
17:15	Dungeon Stairs
17:25	Dungeon Passage (2)

TIME	LOCATION
18:00	Dungeon Passage (3)
19:40	Dungeon Passage (2)
23:00	Dungeon Passage (3)

Putt (cont.)

Schedule (Recruitment is Possible)

Time	Location	Time	Location	Time	Location	Time	Location
0:00	Dungeon Passage (3)	5:40	Watchman's Room	18:00	Dungeon Passage (3)	21:40	Dungeon Passage (2)
2:40	Dungeon Passage (2)	17:15	Dungeon Stairs	19:40	Dungeon Passage (2)	22:15	Dungeon Stairs (3)
5:30	Dungeon Stairs	17:25	Dungeon Passage (2)	20:15	Cell		



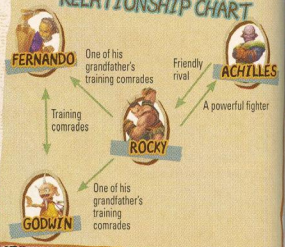
Rocky ♂

Olacion Order

Rocky is from an elite family of monks. His grandfather was the famous monkmaster, Andrew Mayvern. Rocky trains hard daily to become just like his grandfather. He is gullible, frank, hearty, and honest. He sticks to his beliefs and would never go against them.

EXP	DAGOL	Drop	Encounter
1260	1	Herb Extract S, Life Berry	Rocky

Relationship Chart



Character Data

Bushin Armor
Element: None

Monk Bangle
Reference: [pg287]

Resistances

Pot	Par	Bld	Bnd	Frz
✖	✖	✖	✖	✖
Blz	**Con**	**Cur**	**Pet**	**Dth**
✖	✖	✖	✖	✖

Lv	HP	Atk	Def	Eva	Lck
36	1052	172	159	142	137
39*	1161	182	169	149	139
50	1562	221	207	177	147
75	2473	311	292	241	167
MAX	3347	396	375	303	186
Grade	B	A	A	A	D

Rocky is level 39 when he becomes available to recruit.

Thought Process: Standard > Standard > Brave

Skill: Max HP Plus ★ ★ ☆ ☆ ☆

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Bait
Possible	Can't Enact	Possible	Possible
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
Possible	Possible	Possible	Possible

Attacks

Type		Name	Element	Range
Attack	1	Right Uppercut	None	Short
Attack	2	Left Hook	None	Short
Attack	3	Right Corkscrew	None	Short
Volty		Dragon Bolt	None	—

Arc	Knock Back	Power	Effect
40	0.6	0.9	Knocks Upward
90	0.5	1	—
40	1.3	1.5	Knock Back
—	1.3	4.5	Knock Back

Gathering Friends

Requirements

Level	Timing
—	The Red Lion

Subm i ssion: Build That Body! and Rocky's Challenge

Directions

1. Defeat Achilles in the mission Build that Body!
2. Accept and defeat Rocky in the mission Rocky's Challenge.
3. Talk to Rocky in the Septem Region (3). Accept his challenge, and defeat him again.

Schedule

Time	Location	Time	Location	Time	Location
0:00	Nowem Region (6)	7:15	Nowem Region (6)	22:15	Nowem Region (6)



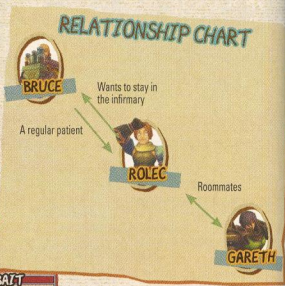
Rolec ♂

Theater Vancoor

A member of Theater Vancoor, although he has never been part of an operation. A very sensitive man who can't handle stress, he faints when someone offers to give him a task. He has no confidence in himself and is always nervous. No one knows how he managed to get himself admitted into the warrior guild.

EXP	DAGOL	Drop	Encounter
19	100	Herb Extract	Rolec

Relationship Chart



Character Data

Steel Blade
Element: None

Resist Coat
Element: None

Resistances

Pot	Par	Bld	Bnd	Frz
✖	✖	✖	✖	✖
Blz	**Con**	**Cur**	**Pet**	**Dth**
●	✖	✖	✖	✖

Lv	HP	Atk	Def	Eva	Lck
3	144	44	38	25	29
25	667	92	87	68	57
50	1262	146	142	118	90
75	1857	201	198	168	123
MAX	2429	254	252	216	155
GRADE	D	E	E	C	E

Thought Process: Timid > Timid > Timid

Skill: Prevent Confuse ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Bait
Possible	Can't Enact	Possible	Possible
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
Possible	Possible	Possible	Can't Enact

Attacks

Type		Name	Element	Range
Attack	1	Right Slash	None	Medium
Attack	2	Left Slash	None	Medium

Arc	Knock Back	Power	Effect
90	1	0.9	—
90	1	1	—

Gathering Friends

Requirements

Level	Timing
—	Friend Tutorial

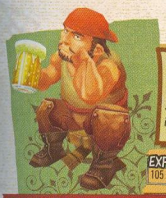
Directions

1. Kick Rolec when he is trembling in the Theater Vancoor Toilet between 8:30 and 11:00 or 17:10 and 19:00.

Rolec (cont.)

Schedule

Time	Location
0:00	Rolec's Residence
5:45	Path of Swords and Wisdom
6:00	Yellow Town of Sun and Glory (1)
6:10	Theater Vancoor 1st Floor
8:20	Toilet
11:10	Theater Vancoor 1st Floor
12:50	Theater Vancoor Basement 1st Floor
13:00	Infirmary
15:15	Theater Vancoor Basement 1st Floor
15:30	Theater Vancoor 1st Floor
17:00	Toilet
19:10	Theater Vancoor 1st Floor
19:25	Theater Vancoor 2nd Floor
19:35	Path of Swords and Wisdom
20:05	Rolec's Residence
23:00	Rolec's Residence



Ryan ♂

NO AFFILIATION

Ryan is a long-term member of foreman Elef's bridge-building gang. He works hard for the sake of his adored wife. His gruff speech makes him seem rough, but he is actually a generous-hearted guy. He can be overly indifferent, and fail to react to even the most serious of situations.

EXP	DAGOL	DROP	ENCOUNTER
105	179	HEATING TABLET	RYAN

Character Data

Work Clothes
Element None

Magic Mirror
Reference [pg289]

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖

BLZ	CON	CUR	PET	DTH
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
10	308	51	40	52	18
25	619	89	70	83	46
50	1139	153	121	134	94
75	1659	218	172	186	142
MAX	2158	280	221	235	188
GRADE	E	D	E	B	D

Thought Process: TIMID > TIMID > TIMID

Skill: PREVENT PARALYZE ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

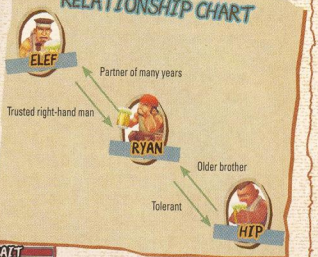
ATTACK ENEMY	CURE FRIEND	BACK UP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

TYPE	NAME	ELEMENT	RANGE
Attack	Tired Punch	None	Short
Attack	Tired Kick	None	Short

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1	—
40	0.5	1.2	—

Relationship Chart



Gathering Friends

Requirements

Level	Timing
5	AFTER JACK'S FIRST MISSION, BEFORE AN ECCENTRIC VISITOR

Sub Mission: BEASTS BY THE BRIDGE

Directions

1. Talk to Elef at the bridge in the Dorse Region – Adien Region about the Bridge's Blueprints.
2. Talk to Virginia in the Peaceful Pony Inn.
3. Return to Elef with the Bridge's Blueprints.
4. Talk to Elef again when the bridge is complete.

Schedule (Before Meeting Parsec)

Time	Location
0:00	In the shed
6:00	Dorse Region—Adien Region
6:30	Works on construction
13:15	Dorse Region—Adien Region
13:35	In the shed
15:00	Dorse Region—Adien Region
15:20	Works on construction
21:15	Dorse Region—Adien Region
21:35	In the shed

Schedule (After Meeting Parsec)

Time	Location
0:00	Peaceful Pony Inn Diner
2:20	Peaceful Pony Inn
2:35	Peaceful Pony Inn 2nd Floor
2:45	Ryan's Residence
12:10	Peaceful Pony Inn 2nd Floor
12:15	Peaceful Pony Inn
12:30	Peaceful Pony Inn Diner



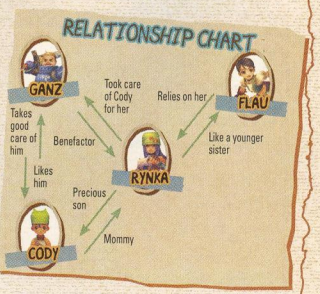
Rynka ♀

VOID COMMUNITY

Rynka is a member of the Void Community, a lady thief working for the bandit guild. A cool and collected woman, she has a kind heart, but can be rough-spoken at times. Normally very composed, she gets easily riled when it comes to her son Cody.

EXP	DAGOL	DROP	ENCOUNTER
630	288	SAGE	RYNKA

Relationship Chart



Rynka (cont.)

Character Data

Aron	
Element	Water
Esthia	
Element	Water
Steel Guard	
Element	None
Thief Bangle	
Reference	[pg287]

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
22	329	117	108	75	41
25	433	127	118	81	44
50	1302	213	208	134	77
75	2170	298	298	187	110
MAX	3004	381	384	237	141
GRADE	C	A	A	B	E

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Thought Process: BRAVE > BRAVE > BRAVE

Skill: PREVENT PETRIFY ★ ★ ☆ ☆ ☆

Attacks

Type	Name		Element	Range	Arc	Knock Back	Power	Effect
Attack	1 Elbow Strike		Water	Short	40	0	0.7	—
Attack	2 Double Slash	❶	Water	Short	200	0.5	0.8	—
		❷	Water	Short	200	0.5	0.8	Freeze 1.2
Attack	3 Hailstorm	❶–❺	Water	Short	40	0	0.6	—
		❻–❼	Water	Short	40	0	0.6	
		❽	Water	Short	40	1	1	Freeze 1.2 (Effect does not activate if ❹ is used.)
Attack	4 Twin Helm Cleave		Water	Short	40	1	1.3	Freeze 1.2
Attack	Theft		None	Short	90	0	0.2	Steal 2.0

Gathering Friends

Requirements

Level	Timing
17	Ganz's letter

Directions

1. Talk to Cody to learn that he has lost Rynka's Pendant.
2. Find the Pendant lying on the ground in the center of the Path to the Beast Pit.
3. Give the Pendant to Cody.
4. Talk to Rynka and she will thank you.
5. Talk to Rynka again, on a different day. She asks you to find out what Cody wants for his Birthday.
6. Talk to Cody when he is looking at the practice swords in the Levante General Store between 7:15 and 9:45.
7. Talk to Rynka and tell her that Cody wants a sword.
8. Talk to Cody again on a different day.
9. Talk to Rynka once more.

Rynka's Schedule

Time	Location
0:00	Path to the Beast Pit
5:15	Blue Town of Water and Wisdom (2)
5:45	Path of Insanity and Fanaticism
6:15	White Town of Stars and Faith
6:45	Path of Swords and Wisdom
7:40	Yellow Town of Sun and Glory (1)

Time	Location
10:30	Path of Swords and Wisdom
11:30	White Town of Stars and Faith
12:05	Path of Insanity and Fanaticism
12:35	Blue Town of Water and Wisdom (2)
13:05	Path to the Beast Pit
13:35	Black Town of Night and Lust

Time	Location
14:20	Beast Pit (2)
14:35	Levante General Store
17:10	Beast Pit (2)
17:25	Black Town of Night and Lust
19:45	Beast Pit (2—1—4—8—6—7)
21:05	Rynka's Residence

Time	Location
21:25	Beast Pit (7—6—8—4—1—2)
22:35	Black Town of Night and Lust
23:25	Path to the Beast Pit

Cody's Schedule

Time	Location
0:00	Cody's Residence
6:05	Beast Pit (7—8—4—3—1—2)
7:05	Levante General Store
9:55	Beast Pit (2)

Time	Location
10:10	Black Town of Night and Lust
11:10	Path to the Beast Pit
11:45	Blue Town of Water and Wisdom (2)
12:15	Blue Town of Water and Wisdom (1)

Time	Location
13:00	Glacion Order Shrine (2)
16:55	Blue Town of Water and Wisdom (1)
17:05	Blue Town of Water and Wisdom (2)
17:15	Path to the Beast Pit

Time	Location
17:30	Black Town of Night and Lust
19:40	Beast Pit (2—1—3—4—8—7)
21:00	Cody's Residence

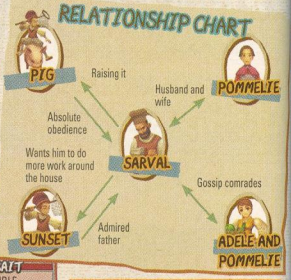


Sarval ♂

No Affiliation

Sarval is a pig farmer and father of Sunset and Sora. He is a strict man who is renowned for the high-grade pigs he raises. He is pleased that his son is trying to learn more about the family business. He is scrupulous in watching over his children.

EXP	DAGOL	DROP	ENCOUNTER
40	148	HERB EXTRACT	SARVAL



Character Data

Whip	
Element	None
Herdsman's Clothes	
Element	None

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
7	195	53	57	23	35
25	579	96	91	49	68
50	1113	156	139	86	115
75	1648	216	187	122	162
MAX	2161	274	233	157	207
GRADE	E	D	E	E	C

Thought Process: BRAVE > TIMID > TIMID

Skill: FIRE DEFENSE ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name	Element	Range
Attack	Whip	None	Medium

Arc	Knock Back	Power	Effect
90	0.5	1	—

Schedule

Time	Location
0:00	Sarval's Residence
6:45	Solieu Village
9:20	Tria Region (4)

Time	Location
18:45	Solieu Village
21:15	Sarval's Residence

Gathering Friends

Requirements

Level	Timing
—	Friend tutorial

Directions

1. Talk to Sarval to find out that he is missing three piglets.
2. Find the first Piglet inside Adele's Residence.
3. Find the second Piglet along the path South of Solieu Village in the Tria Region (4).
4. Find the third Piglet on the stone rampart North of Solieu Village.



Sebastian ?

NO AFFILIATION

He is actually a Mark III autonomous golem, created by the third vice president of the Vareth Magic Institute. He is polite and proper toward everyone. However, his whole life revolves around Star, and Star's priorities come first. His Volty Blast, the Seb Iris Cannon, can destroy a range of mountains.

EXP	DAGOL	DROP	ENCOUNTER
61	111	MOON STONE CHIP, DEFENSE BERRY	SEBASTIAN

RELATIONSHIP CHART



CHARACTER DATA

Wanchu
Element None

Metal Body
Element None

Power Stone
Reference [pg288]

RESISTANCES

POI	PAR	BLD	BND	FRZ
⊙	⊙	⊙	⊙	⊙

BLZ	CON	CUR	PET	DTH
⊙	⊙	⊙	⊙	⊙

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
31	811	150	160	0	140
50	1562	194	232	0	156
75	2550	253	328	0	178
MAX	3499	310	420	0	200
GRADE	B	C	A	E	C

THOUGHT PROCESS: TIMID > BRAVE > TIMID

SKILL: FULL POWER ★ ★ ★ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	PLAY DEAD	GO NUTS	USE VOLTY
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	1 Downward Swing	None	Medium
Attack	2 Side Blow	None	Medium
Volty	Seb Iris Cannon	None	—

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1.2	—
200	1	0.8	—
—	1.3	4.5	Knock Back

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	LEAVING FOR WIND VALLEY

SUBMISSION: PLEASE STOP LORD STAR!

DIRECTIONS

1. Talk to Sebastian with Star in your party.

SCHEDULE

TIME	LOCATION
0:00	Star's Room—Charges his battery
5:15	Theater Vancoor Basement 2nd Floor
5:25	Theater Vancoor Basement 1st Floor
5:30	Theater Vancoor 1st Floor
5:40	Toilet
8:20	Theater Vancoor 1st Floor
8:25	Theater Vancoor 2nd Floor
8:30	Theater Vancoor 3rd Floor
8:35	Theater Vancoor 4th Floor
8:40	Chief's Room
11:45	Theater Vancoor 4th Floor
11:50	Theater Vancoor 3rd Floor
11:55	Theater Vancoor 2nd Floor
12:00	Theater Vancoor 1st Floor
12:15	Yellow Town of Sun and Glory (1)
12:25	Yellow Town of Sun and Glory (2)
12:40	Vancoor Square
16:20	Yellow Town of Sun and Glory (2)
16:45	Castle Gate
17:10	Information
19:15	Castle Gate
19:40	Yellow Town of Sun and Glory (2)
20:35	Yellow Town of Sun and Glory (1)
20:45	Theater Vancoor 1st Floor
21:00	Theater Vancoor Basement 1st Floor
21:05	Theater Vancoor Basement 2nd Floor
21:15	Star's Room
21:25	Begins to charge his battery



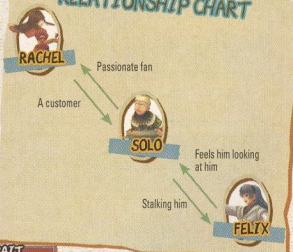
Solo ♂

VOID COMMUNITY

He entered the bandit guild to fulfill his childhood dream of becoming a treasure hunter, unprepared for the dark, twisted reality of the guild world. He remains a member, but only because he's too afraid to quit. A coward, he is easily controlled by anyone who looks or acts stronger than himself.

EXP	DAGOL	DROP	ENCOUNTER
44	241	EYE DROPS	SOLO

RELATIONSHIP CHART



CHARACTER DATA

Iron Knife
Element None

Scouts Suit
Element None

Toughness Bangle
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖

BLZ	CON	CUR	PET	DTH
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
5	149	44	47	86	37
25	609	85	92	121	69
50	1185	137	148	166	109
75	1761	189	205	211	149
MAX	2314	239	259	254	187
GRADE	D	E	D	B	D

THOUGHT PROCESS: TIMID > TIMID > TIMID

SKILL: PREVENT PARALYZE ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	PLAY DEAD	GO NUTS	USE VOLTY
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Side Attack	None	Short
Attack	Leap Knife Throw	None	Short
Attack	Steal	None	Short
Other	Juggle Knives	—	—

ARC	KNOCK BACK	POWER	EFFECT
200	0.5	1.2	—
0	0.5	0.8	—
60	0	0.2	Steal 2.0
—	—	—	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	FRIEND TUTORIAL

DIRECTIONS

1. Talk to Felix when he is reading in the Vareth Magic Institute Library between 9:40 and 13:50.
2. Talk to Solo between 9:40 and 13:50 or 16:00 and 23:59.

Solo (cont.)

Schedule (Normal)

Time	Location
0:00	Red Lotus Metropolis Party Room
0:30	Red Lotus Metropolis
0:40	Black Town of Night and Lust

Time	Location
1:20	Beast Pit (2—1—4—8—6—5)
2:30	Solo's Residence
4:00	Solo's Residence

Time	Location
9:10	Beast Pit (5—6—8—4)
9:50	Beast Pit (3)
19:25	Beast Pit (4—1—2)

Time	Location
20:10	Black Town of Night and Lust
20:45	Red Lotus Metropolis
20:55	Red Lotus Metropolis Party Room

Schedule (Recruitment is Possible)

Time	Location
0:00	Beast Pit (3)
6:25	Beast Pit (4—1—2)
7:10	Black Town of Night and Lust
8:05	Path to the Beast Pit
8:45	Blue Town of Water and Wisdom (2)

Time	Location
9:00	Vareth Magic Institute
9:10	Vareth Magic Institute 2nd Floor
9:20	Library
14:15	Vareth Magic Institute 2nd Floor
14:25	Vareth Magic Institute

Time	Location
14:35	Blue Town of Water and Wisdom (2)
15:40	Radiata Echidna Gate Entrance
19:25	Blue Town of Water and Wisdom (2)
19:40	Path to the Beast Pit
20:15	Black Town of Night and Lust

Time	Location
21:20	Beast Pit (2—1—4)
22:05	Beast Pit (3)



Sonata ♂

Void Community

Sonata is an assistant leader of the Void Community. He is also a member of a race living in wild country far from Radiata. He came to Radiata around the same time as Nyx. At first, he and Nyx worked separately, but eventually they began to cooperate. Sonata is a quiet man who is willing to risk his life for his beliefs.

EXP	DAGOL	DROP	ENCOUNTER
1200	0	RECOVERY BALL	SONATA

Relationship Chart



Close associate

Treats him as one of the same clan



Character Data


Predator Claw
Element None


Predator Claw
Element None


Hades Robe
Element None

Resistances

POI	PAR	BLD	BND	FRZ
▲	●	▲	▲	▲

BLZ	CON	CUR	PET	DTH
▲	▲	●	▲	⊙

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
31	1109	152	140	107	85
50	1690	209	193	150	111
75	2454	284	263	206	146
MAX	3189	357	331	261	180
GRADE	B	B	B	B	D

Thought Process
STANDARD > STANDARD > AGGRESSIVE

Skill
STOP AFFLICTIONS ★ ★ ☆ ☆ ☆

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	PLAY DEAD	GO NUTS	USE VOLTY
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name		Element	Range
Attack	Aerial Duo Claw		None	Short
Attack	Bashing Mirage		None	Short
Attack	Steal		None	Short
Attack	Soul Breath	❶—❷	None	Long

Arc	Knockback	Power	Effect
200	1	1.3	—
90	0.5	1	—
60	0	0.2	Steal 3.0
90	1	0.8	Curse 1.5

Gathering Friends

Requirements

Level	Timing
—	PEOPLE BEGIN TO CHANGE

Directions

❶ Talk to Ortoroz. He tells you to talk to Sonata and Interlude.
❷ Talk to Sonata on the Bridge at the Radiata Heliforde Gate Entrance.
❸ Talk to Sonata on the Bridge at the Radiata Echidna Gate Entrance.
❹ Talk to Sonata on the Bridge at the Radiata Lupus Gate Entrance.

Schedule

Time	Location
0:00	Void Community The Abyss

Recruitment Schedule (A)

Time	Location
0:00	Radiata Heliforde Gate Entrance

Recruitment Schedule (B)

Time	Location
0:00	Radiata Echidna Gate Entrance

Recruitment Schedule (C)

Time	Location
0:00	Radiata Lupus Gate Entrance



Star ♂

No Affiliation

Son of Helios E. Stern and Serene E. Stern, both of the upper class. He lived a life of luxury until he left home to become a knight. He is pompous and obnoxious, but means well. He failed the rest to become a Royal Knight nine times, until he realized that he didn't need a license to keep Radiata's peace, and christened himself the Free Knight.

EXP	DAGOL	DROP	ENCOUNTER
13	37	BELL AMULET, LUCK BERRY	STAR

Relationship Chart



Faithful steward

Beat him in the Knight Exam



The center of his world

Let his guard down



Who is this guy?

Wishes to be her equal



Character Data


Love Me True
Element None


Legendary Armor
Element None


Beckoning Cat
Reference [pg288]

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖

BLZ	CON	CUR	PET	DTH
✖	✖	✖	✖	✖

Thought Process
BRAVE > TIMID > TIMID

Skill
PREVENT CURSE ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
BACK AWAY	PLAY DEAD	GO NUTS	USE VOLTY
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE

LV	HP	ATK	DEF	EVA	LCK
2	396	32	53	10	99
25	1132	91	125	56	135
50	1932	155	203	106	176
75	2732	219	282	156	216
MAX	3501	281	357	204	254
GRADE	B	D	B	C	B

Star (cont.)

Attacks

Type	Name		Element	Range	Arc	Knockback	Power	Effect
Attack	Dainty Strike		None	Short	90	0.5	1	—
Attack	Dainty Thrust		None	Short	40	0.5	1	—
Other	Strike a Pose		—	—	—	—	—	—
	Terror Struck		—	—	—	—	—	—
Volty	Super Star Duel	❶	None	—	—	0.5	0.3	—
		❶	None	—	—	0.5	0.2	—
		❸	None	—	—	0.5	3	—
		❹	None	—	—	0.5	0.3	—
		❺	None	—	—	0.5	0.4	Knock Down

Gathering Friends

Requirements

Level	Timing
11	Leaving for Wind Valley

Sub Mission
Please stop Lord Star!

Directions

❶ Talk to Star

Schedule

Time	Location
0:00	Star's Room
5:00	Wakes up
5:15	Theater Vancoor Basement 2nd Floor
5:25	Theater Vancoor Basement 1st Floor
5:30	Theater Vancoor 1st Floor
5:40	Toilet
8:20	Theater Vancoor 1st Floor
8:25	Theater Vancoor 2nd Floor
8:30	Theater Vancoor 3rd Floor
8:35	Theater Vancoor 4th Floor
8:40	Chief's Room
11:45	Theater Vancoor 4th Floor
11:50	Theater Vancoor 3rd Floor
11:55	Theater Vancoor 2nd Floor
12:00	Theater Vancoor 1st Floor
12:15	Yellow Town of Sun and Glory (1)
12:25	Yellow Town of Sun and Glory (2)
12:40	Vancoor Square
16:20	Yellow Town of Sun and Glory (2)
16:45	Castle Gate
17:10	Information
19:15	Castle Gate
19:40	Yellow Town of Sun and Glory (2)
20:35	Yellow Town of Sun and Glory (1)
20:45	Theater Vancoor 1st Floor
21:00	Theater Vancoor Basement 1st Floor
21:05	Theater Vancoor Basement 2nd Floor
21:15	Star's Room
23:30	Goes to sleep

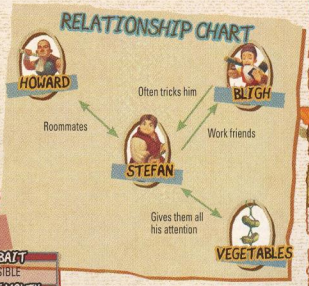


Stefan ♂

No Affiliation

Loves vegetables: in fact, he has a bit of an obsession for them. His greatest joy in life is eating the vegetables that he has grown with his own hands. As far as he's concerned, he'd rather be around them than around women.

EXP	DAGOL	Drop	Encounter
22	124	Herb Extract	Stefan



Recruits

Character Data

Spade
Element None

Farming Clothes
Element None

Resistances

Poy	Par	Bld	Bnd	Frz
✖	✖	✖	✖	✖

Blz	Con	Cur	Pet	Dth
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
5	113	35	48	16	39
25	634	77	98	53	84
50	1286	130	160	100	142
75	1938	183	223	147	199
MAX	2564	234	283	192	254
GRADE	D	E	D	D	B

Thought Process
BRAVE > TIMID > TIMID

Skill
Status Cure ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Batt
Possible	Possible	Possible	Possible
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
Possible	Possible	Possible	Can't Enact

Attacks

Type	Name	Element	Range
Attack	Thrust	None	Medium
Attack	Cross Bash	None	Medium
Restore	Carrot	—	—

Arc	Knockback	Power	Effect
40	0.5	1.2	—
90	1	1	—
—	—	—	Restores 30% of Stefan's Maximum HP

Gathering Friends

Requirements

Level	Timing
—	Friend Tutorial

Directions

❶ Talk to Stefan in Nuevo Village between 7:00 and 7:30 or 16:25 and 20:00.

❷ Stefan has a couple of questions for you. Answer "Yes" to the first question and "No" to the second.

Schedule

Time	Location
0:00	Stefan's Residence
7:15	Nuevo Village
7:30	Goes to the fields
7:50	Tills the fields
16:00	Returns from the fields
20:00	Stefan's Residence

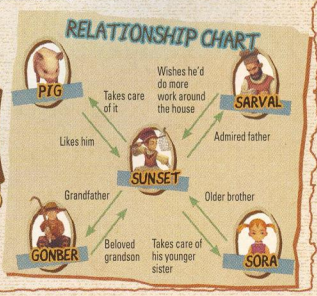


Sunset ♂

No Affiliation

Sunset is a young boy who works hard to learn about his father's pig farming business. He takes good care of his sister, and watches over her and the pigs daily. He is also a cheeky child who likes to make fun of others. His excessive curiosity often gets him into trouble. He's matured a lot lately since he began working hard to learn the family business.

EXP	DAGOL	Drop	Encounter
11	64	Startle Powder	Sunset



Sunset (cont.)

Character Data

Bokken	
Element	None

Children's Clothes	
Element	None

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
1	85	33	32	23	40
25	680	86	73	74	91
50	1299	142	116	128	145
75	1919	199	159	182	200
MAX	2514	252	201a	233	251
GRADE	D	E	E	B	B

Thought Process: BRAVE > BRAVE > TIMID

Skill: LUCK PLUS ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Batt
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name	Element	Range
Attack	Smash	None	Medium
Attack	Knockdown	None	Medium
Other	Antagonize Enemy	—	—

Arc	Knock Back	Power	Effect
90	0.5	1	—
120	0.5	0.8	Knock Down
—	—	—	—

Gathering Friends

Requirements

Level	Timing
—	Friend Tutorial

Directions

1. Talk to him

Schedule

Time	Location
0:00	Sunset's Residence
8:20	Solien Village

Time	Location
18:40	Sunset's Residence
20:40	Solien Village

Time	Location
20:50	Tria Region (4)
23:15	Solien Village

Time	Location
23:30	Sunset's Residence

HUMANS

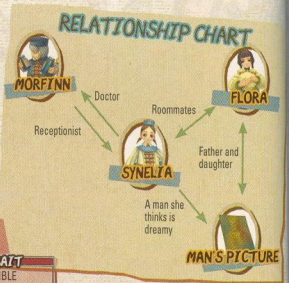


Synelia ♀

No Affiliation

Synelia is the receptionist at Morfinn's Clinic. She is the only one who understands his riddle-like speech, and she is the reason the clinic is run so smoothly. She also has the ability to diagnose a sick person simply by talking to them.

EXP	DAGOL	Drop	Encounter
11	10	SAGE	SYNELIA



Character Data

Nurse Uniform	
Element	None

Resistances

POI	PAR	BLD	BND	FRZ
⊙	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	⊙	✖	✖

LV	HP	ATK	DEF	EVA	LCK
1	84	25	30	25	30
25	454	72	67	73	78
50	840	121	106	124	129
75	1227	169	146	176	181
MAX	1597	217	183	224	229
GRADE	E	E	E	C	B

Thought Process: TIMID > TIMID > TIMID

Skill: PREVENT BLIND ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Batt
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name	Element	Range
Cure	Cure All Effects	—	—
Attack	Paralyze Gas	None	Long

Arc	Knock Back	Power	Effect
—	—	—	Cures All of Target's Afflictions
0	0.5	0.5	Paralyze 3.0

Gathering Friends

Requirements

Level	Timing
—	Friend Tutorial

Directions

1. Talk to Synelia in Morfinn's Clinic. Take the Radiata Quiz and answer three consecutive questions correctly. The Radiata Quiz is available only once per day

Schedule

Time	Location
0:00	Synelia's Residence
4:05	White Town of Stars and Faith
4:15	Morfinn's Clinic
22:15	White Town of Stars and Faith
22:30	Synelia's Residence

The Radiata Quiz

Questions	Answers
How many stories high is Theater Vancoor?	4
The former high priest of the Olacion Order was High Priestess Enjela. Who is the current High Priest?	Kain
Radiata is surrounded by four regions: the Dova region, Adien region, and the Cuatour region. What is the fourth?	Tria region
What animal is the president of the Vareth Magic Institute?	An Owl
Who is the son of Theater Vancoor's Bruce?	Nick
Who is the King of Radiata?	Jiorus
Who is the captain of the Violet Chevre brigade?	Natalie
What kind of store does the animal lover Mr. Nask run?	General store
What does Theater Vancoor's Daniel have as a pet?	A crocogator
Who is the author of "Achieving Ether Transmission with Zero Mana Loss"?	Curtis
What is the name of the son of Void Community's Ms. Rynka?	Cody
What kind of hair does the Void Community's Mr. Pinky have?	Afro
What is the dish Tria Village's Ms. Saron is most proud of?	Soup



Tarkin ♂

NO AFFILIATION

Tarkin is the younger brother of farmer Keaton. Presently, he is staying at Tria Village to learn about dairy farming. There was a time when he wanted to be a knight, but he realized he wasn't cut out for it. He is a simple, serious youth. He doesn't like being a burden on others and tries hard not to be.

EXP	DAGOL	DROP	ENCOUNTER
69	117	CURE DROP	TARKIN

CHARACTER DATA

Farmer's Hoe
Element None

Farming Clothes
Element None

Protect Shell
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
11	168	62	59	29	55
25	436	95	84	47	85
50	915	155	129	80	140
75	1394	214	174	113	196
MAX	1853	272	217	145	249
GRADE	E	D	E	E	B

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

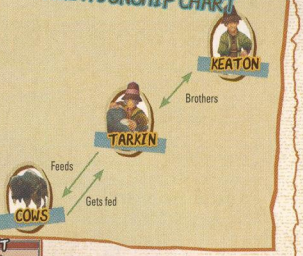
TYPE	NAME	ELEMENT	RANGE
Attack	Downward Swing	None	Long
Attack	Horizontal Swing	None	Long
Restore	Rice Ball	—	—

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1.2	—
120	0.5	1	—
—	—	—	Restores 30% of Tarkin's Maximum HP

THOUGHT PROCESS
BRAVE > TIMID > TIMID

SKILL
PREVENT FREEZE ★ ☆ ☆ ☆ ☆

RELATIONSHIP CHART



GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	FRIEND TUTORIAL

DIRECTIONS

1. Talk to Tarkin between 8:05 and 15:00 or 17:55 and 20:00 in the Barn 1st Floor and say "Okay."
2. Retrieve Mootamin (Cow Medicine) from Nask of Waldo General Store between 6:10 and 22:50.
3. Return to Tarkin and give him the Mootamin.

SCHEDULE

TIME	LOCATION
0:00	Tarkin's Residence Bedroom
7:30	Tarkin's Residence Livingroom
7:40	Tria Village (2)
7:50	Barn 1st Floor
15:15	Tria Village (2)
17:55	Barn 1st Floor
20:15	Tria Village (2)
20:30	Tarkin's Residence Livingroom
20:40	Tarkin's Residence Bedroom



Thanos ♂

THEATER VANCOOR

Receptionist at Theater Vancoor. Once a sergeant in the guild, he changed jobs after being beaten by Alicia when she was a newbie. He always looks bored and speaks in a brusque manner, but is actually very serious when it comes to work. He likes to look after others and passes on fun tasks to the warriors he likes.

EXP	DAGOL	DROP	ENCOUNTER
240	108	MINT DROP	THANOS

CHARACTER DATA

Iron Edge
Element None

Normal Clothes
Element None

Pluto's Trophy
Reference [pg288]

RESISTANCES

POI	PAR	BLD	BND	FRZ
▲	▲	▲	▲	▲
BLZ	**CON**	**CUR**	**PET**	**DTH**
▲	▲	▲	▲	▲

LV	HP	ATK	DEF	EVA	LCK
13	197	66	75	62	58
25	507	97	105	83	73
50	1154	161	170	129	104
75	1801	226	234	174	135
MAX	2422	289	296	218	166
GRADE	D	D	D	C	D

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

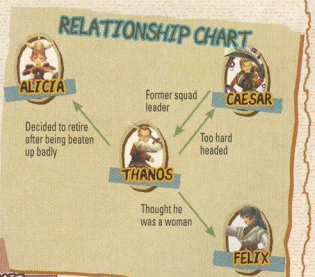
TYPE	NAME	ELEMENT	RANGE
Attack	1 Spirit Thrust	None	Medium
Attack	2 Defiance Slice	None	Medium

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	0.9	Breaks Parry
90	1	1	—

THOUGHT PROCESS
BRAVE > TIMID > TIMID

SKILL
FIGHTING SPIRIT ★ ☆ ☆ ☆ ☆

RELATIONSHIP CHART



GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	THE PAINTINGS

SUBMISSION
COMPLETE ALL MISSIONS

DIRECTIONS

1. Talk to Thanos after completing every mission.

THANOS (CONT.)

MISSION	TIMING
A Masterpiece of Fantasy	Jack's First Mission Until The Strategy Meeting
Smilodon Fang	Jack's First Mission Until People Begin to Change
Beasts by the Bridge	Jack's First Mission Until The Stratagem
Vexatious Vermin	The Spreading Plague
Creatures of the Sewers	An Eccentric Visitor and Smilodon Fang
Treasure of Goblin Cemetery	An Eccentric Visitor
The Ultimate Battle	An Eccentric Visitor

MISSION	TIMING
Gonovitch's Dilemma	An Eccentric Visitor and A Masterpiece of Fantasy Until The Strategy Meeting
Stone of Miracles	The Cocoon Tree
Top Secret Mission	The Strategy Meeting
Build that Body!	Violation Until People Begin to Change
Please Stop Lord Star	People Begin to Change
The Real Ultimate Battle	People Begin to Change and The Ultimate Battle
Letter of Defiance	The Red Lion and Build that Body
The Alien Monster	The Red Lion
Secret of the Sewers	The Paintings

SCHEDULE

TIME	LOCATION
0:00	Theater Vancoor 1st Floor—Sleeping
6:20	Handles reception
22:40	Toilet

TIME	LOCATION
23:20	Theater Vancoor 1st Floor
23:55	Goes to sleep

HUMANS

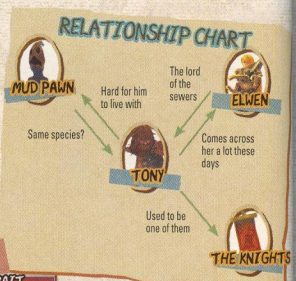


TONY ♂

NO AFFILIATION

Tony is the only unemployed person in Radiata. He completely lacks any get-up-and-go initiative, but the gleam in his eye suggests that he has borne many hard trials in his past. He is an expert of the sewers.

EXP	DAGOL	DROP	ENCOUNTER
1128	0	MUD POWDER	TONY



CHARACTER DATA

Metal Pipe
Element None

Smelly Old Clothes
Element Earth

RESISTANCES

POI	PAR	BLD	BND	FRZ
▲	▲	▲	▲	▲
BLZ	**CON**	**CUR**	**PET**	**DTH**
▲	▲	▲	▲	⊙

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
30	624	145	128	85	60
50	1596	207	180	113	90
75	2812	285	246	148	128
MAX	3979	360	310	183	164
GRADE	A	B	C	D	D

THOUGHT PROCESS
BRAVE > BRAVE > BRAVE

SKILL
PREVENT POISON ★ ★ ★ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BATT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Heavenly Prayer	None	Medium
Attack	Rotating Spin	None	Medium
Attack	Flashing Thrust	None	Medium
Attack	Bad Breath	None	Short

ARG	KNOCK BACK	POWER	EFFECT
200	1	1	—
360	1	0.8	—
40	1.3	1.5	Breaks Parry
90	1	0.5	Confuse 2.0

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	AN ECCENTRIC VISITOR

SUB MISSION
CREATURES OF THE SEWER AND SMILODON FANG

DIRECTIONS

❶ Talk to Tony

SCHEDULE

TIME	LOCATION
0:00	Path of the Spider I (3)
2:30	Path of the Spider I (4)
3:00	Path of the Spider I (5)

TIME	LOCATION
3:50	Path of the Spider I (7)
4:05	Path of the Spider I (8)
4:20	Goes fishing in the canal

TIME	LOCATION
15:20	Path of the Spider I (7)
15:40	Path of the Spider I (5)
17:05	Path of the Spider I (4)

TIME	LOCATION
17:45	Path of the Spider I (3)
18:15	Goes fishing in the canal



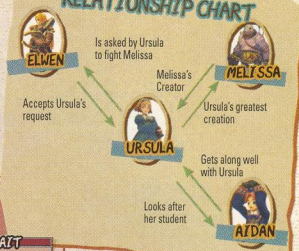
URSULA

VARETH MAGIC INSTITUTE ♀

Ursula is an assistant professor at the Vareth Magic Institute. Her specialty is golem creation. The dwarves excel in the creation of golems, but Ursula surpasses even them. She looks polite and mature, but is actually short-tempered and very frank. When she gets mad, she has a tendency to resort to physical violence.

EXP	DAGOL	DROP	ENCOUNTER
1430	215	HERB EXTRACT	URSULA, APPRENTICE(A), LIGHT GUARDSMAN(A) X2

RELATIONSHIP CHART



CHARACTER DATA



Entier
Element Water



Blue Robe
Element Water



Magic Boost

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	●
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
34	611	155	135	105	25
50	1089	199	172	105	36
75	1837	268	231	105	53
MAX	2554	335	287	105	70
GRADE	D	B	D	E	E

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACK UP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Water Blast	Water	Long
ARC	**KNOCK BACK**	**POWER**	**EFFECT**
0	1	1.6	Knock Back

THOUGHT PROCESS	SKILL
STANDARD > STANDARD > AGGRESSIVE	BAD CARRIER ★ ★ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	LEAVING FOR WIND VALLEY

SUB MISSION
THE ULTIMATE BATTLE AND THE REAL ULTIMATE BATTLE

DIRECTIONS

1. Talk to Ursula after clearing both of her Challenges.

SCHEDULE

TIME	LOCATION
0:00	Moon Tower Laboratory
1:15	Moon Tower Interior
2:00	Moon Tower
2:10	Cafeteria
2:20	Vareth Magic Institute
2:35	Blue Town of Water and Wisdom (2)
3:00	Leopearl Apartments 1st Floor
3:10	Leopearl Apartments 2nd Floor
3:20	Leopearl Apartments 3rd Floor
3:30	Ursula's Residence
5:00	Ursula's Residence
8:05	Leopearl Apartments 3rd Floor
8:10	Leopearl Apartments 2nd Floor
8:20	Leopearl Apartments 1st Floor
8:30	Blue Town of Water and Wisdom (2)
8:55	Vareth Magic Institute
9:10	Cafeteria
9:20	Moon Tower
9:30	Moon Tower Interior
9:50	Moon Tower Research Lab (2)
13:00	Moon Tower Interior
13:10	Moon Tower
13:20	Cafeteria
16:00	Vareth Magic Institute
17:25	Cafeteria
17:35	Moon Tower
17:45	Moon Tower Interior
18:30	Moon Tower Laboratory



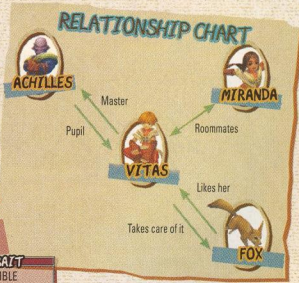
VITAS

OLACION ORDER ♀

Vitas is a priestess of the Olacion Order. Growing up in a male-dominated environment has made her very masculine and rough. Her parents sent her to the Olacion Order to have her get in touch with her feminine side, but instead she has been developing her skills as a monk. Her manner and speech are very masculine.

EXP	DAGOL	DROP	ENCOUNTER
208	267	CEMENT POWDER	VITAS

RELATIONSHIP CHART



CHARACTER DATA



Nun's Robe
Element None



Power Bangle
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	▲	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
18	426	104	83	105	98
25	645	125	105	118	112
50	1428	201	184	166	163
75	2211	278	263	214	215
MAX	2963	352	339	261	265
GRADE	C	B	B	B	A

THOUGHT PROCESS	SKILL
BRAVE > BRAVE > TIMID	PREVENT POISON ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACK UP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	1 Right Hook	None	Short
Attack	2 Pinnacle Punt	None	Short
Support	Power Upper	—	—
ARC	**KNOCK BACK**	**POWER**	**EFFECT**
90	1	1	—
40	0.5	1.2	Knocks Upward
—	—	—	+20% STR

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	BUILD THAT BODY! OR PEOPLE BEGIN TO CHANGE

DIRECTIONS

1. Talk to Vitas when she is training in Vitas's Room between 10:35 and 16:45.
2. Defeat Vitas when she challenges you.

SCHEDULE

TIME	LOCATION
0:00	Vitas' Residence
4:05	Path of Swords and Wisdom
4:10	White Town of Stars and Faith
4:35	Olacion Order Shrine (1)
4:45	Olacion Order Chapel
7:20	Mortal Tree Hallway
7:45	Confessional (2)
10:10	Mortal Tree Hallway
10:25	Vitas's Room
10:35	Undergoes martial arts training
16:45	Halts his training
16:55	Mortal Tree Hallway
17:10	Olacion Order Chapel
17:35	Olacion Order Shrine (1)
17:50	White Town of Stars and Faith
18:15	Path of Swords and Wisdom
18:25	Vitas' Residence
19:10	Path of Swords and Wisdom
19:15	White Town of Stars and Faith
22:35	Path of Swords and Wisdom
22:45	Vitas' Residence

Vitas does not follow her schedule during the mission Build that Body!



Wal ♂

NO AFFILIATION

Wal is an ex-farmer who became a hunter after being introduced to the trade by Garcia. He has a lot of self-confidence, despite his lack of hunting skills. He thinks he can capture ferocious animals on his own and often puts himself in dangerous situations. Garcia tries to warn him about dangers, but...

EXP	DAGOL	DROP	ENCOUNTER
101	159	HERB EXTRACT	WAL

RELATIONSHIP CHART



Admires him

Lectures him often



He's a good guy at heart

Hunting companion



CHARACTER DATA



Farmer's Hoe
Element None



Farming Clothes
Element None



Toughness Bangle
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
13	198	68	61	32	53
25	405	95	83	48	71
50	837	152	129	81	109
75	1270	209	175	114	147
MAX	1684	263	220	147	184
GRADE	E	D	E	E	D

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Downward Swing	None	Long
Attack	Horizontal Swing	None	Long
Restore	Rice Ball	—	—

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1.2	—
120	0.5	1	—
—	—	—	Restores 30% of Wal's Maximum HP

THOUGHT PROCESS
BRAVE > TIMID > TIMID

SKILL
FIERCE DEFENSE ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	FRIEND TUTORIAL

DIRECTIONS

1. Talk to Garcia in the Septem Region (2) between 7:15 and 10:00 or 17:25 or 22:00. He tells you that his two friends have gone missing.
2. Save Bran and Wal from an Iceberg in Septem Cave (2).
3. Talk with Wal outside his house in Septem Region (2).

SCHEDULE

TIME	LOCATION
0:00	Wal's Residence
7:30	Septem Region (2)
9:50	Goes hunting

TIME	LOCATION
10:50	Searches for prey
16:40	Returns from hunting
17:40	Talks outside with Bran and Garcia

TIME	LOCATION
22:10	Wal's Residence



Walter ♂

THEATER VANCOOR

Corporal of Theater Vancoor. He is famous for not doing much, but Gerald and Alicia know his true abilities. However, his subordinates do not think well of him because they cannot see the results of his work. He is a member of the Quintom Squad.

EXP	DAGOL	DROP	ENCOUNTER
861	211	BOOK OF TRAINING	WALTER

RELATIONSHIP CHART



Wife

Husband



Carefree superior

Wishes he would be more enthusiastic



Thinks highly of his skills

Superior



CHARACTER DATA



Heavy Rain
Element Water



Plate Armor
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
26	443	123	145	18	68
50	1299	185	232	78	116
75	2191	250	324	140	166
MAX	3048	313	412	200	214
GRADE	B	C	A	C	C

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME		ELEMENT	RANGE
Attack	1 Tree Chopper		Water	Medium
Attack	2 Hammerthrow Blow	❶-❷	Water	Medium

ARC	KNOCK BACK	POWER	EFFECT
90	0.5	0.9	Freeze 1.0
360	1.3	1	—

THOUGHT PROCESS
PASSIVE > PASSIVE > TIMID

SKILL
100T BODY ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
21	THE GUARDIANS

DIRECTIONS

1. Talk to Walter. He asks you to check on Sheila.
2. Talk to Sheila in Radiata Castle's Dungeon Passage (2).
3. Report back to Walter.

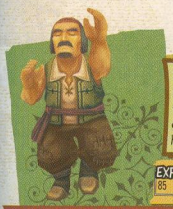
Walter (cont.)

Schedule (before the spreading plague)

Time	Location
0:00	Walter's Residence
6:45	Vancoor Square
7:20	Yellow Town of Sun and Glory (2)
7:40	Yellow Town of Sun and Glory (1)
7:50	Theater Vancoor 1st Floor
8:30	Theater Vancoor Basement 1st Floor
8:40	The Quintom Squad Locker Room
13:10	Theater Vancoor Basement 1st Floor
13:25	Theater Vancoor 1st Floor
13:45	Yellow Town of Sun and Glory (1)
13:55	Yellow Town of Sun and Glory (2)
14:05	Vancoor Square
15:45	Yellow Town of Sun and Glory (2)
16:05	Yellow Town of Sun and Glory (1)
16:10	Theater Vancoor 1st Floor
16:30	Theater Vancoor Basement 1st Floor
16:40	The Quintom Squad Locker Room
18:15	Theater Vancoor Basement 1st Floor
18:30	Theater Vancoor 1st Floor
18:45	Yellow Town of Sun and Glory (1)
18:55	Yellow Town of Sun and Glory (2)
19:05	Vancoor Square
19:40	Walter's Residence

Schedule (after the spreading plague)

Time	Location
0:00	Walter's Residence
6:45	Vancoor Square
7:20	Yellow Town of Sun and Glory (2)
7:40	Yellow Town of Sun and Glory (1)
7:50	Theater Vancoor 1st Floor
8:30	Theater Vancoor Basement 1st Floor
8:40	The Quintom Squad Locker Room
18:15	Theater Vancoor Basement 1st Floor
18:30	Theater Vancoor 1st Floor
18:45	Yellow Town of Sun and Glory (1)
18:55	Yellow Town of Sun and Glory (2)
19:05	Vancoor Square
19:40	Walter's Residence



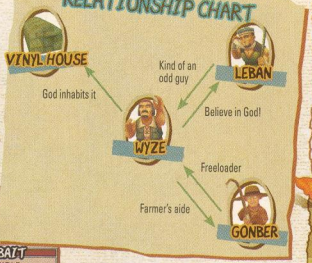
Wyze ♂

NO AFFILIATION

Wyze is a Sherman farmer who prays to the gods to make his produce tastier. He makes a little extra money by telling fortunes to merchants who buy his food. Though it is just a hobby, he has a reputation for accuracy. This is just coincidence, though, as he has no psychic powers. He believes the delusions in his head are revelations from the gods.

EXP	DAGOL	DROP	ENCOUNTER
85	115	HERB EXTRACT	WYZE

Relationship Chart



Character Data

Spade
Element None

Farming Clothes
Element None

Lucky Charm
Reference [pg287]

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
8	147	51	59	29	34
25	492	88	98	64	65
50	999	144	155	116	112
75	1507	199	213	168	159
MAX	1994	252	268	218	204
GRADE	E	E	D	C	C

Willingness to Accept Orders

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name	Element	Range
Attack	Thrust	None	Medium
Attack	Cross Bash	None	Medium
Restore	Rice Ball	—	—

Arc	Knock Back	Power	Effect
40	0.5	1.2	—
90	1	1	—
—	—	—	Restores 30% of Wyze's Maximum HP

Thought Process: BRAVE > TIMID > TIMID

Skill: PREVENT STEAL ★ ☆ ☆ ☆ ☆

Gathering Friends

Requirements

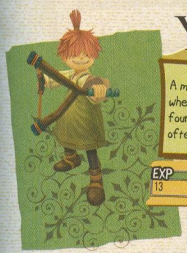
Level	Timing
3	FRIEND TUTORIAL

Directions

❶ Talk to him after Leban joins.

Schedule

Time	Location
0:00	Elder's Residence Kitchen
5:20	Elder's Residence Entrance
5:30	Tria Village (2)
9:20	Tria Village (1)
9:40	Vinyl House
10:50	Tria Village (1)
17:50	Tria Village (2)
18:10	Elder's Residence Entrance
18:20	Elder's Residence Kitchen



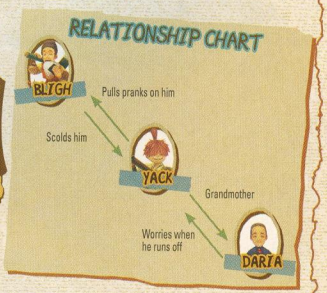
Yack ♂

NO AFFILIATION

A mischievous kid from Nuevo Village. He plays pranks on people and laughs when they get angry. He is skilled at using his slingshot and can often be found hunting lizards with it. Recently, he's started to hunt tsuchinokos, and often waylays travelers to ask them about the legendary beasts.

EXP	DAGOL	DROP	ENCOUNTER
13	54	STARTLE POWDER	YACK

Relationship Chart



YACK (CONT.)

CHARACTER DATA

Slingshot
Element None

Children's Clothes
Element None

Pluto's Trophy
Reference [pg288]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
2	99	33	28	30	33
25	499	84	74	80	81
50	935	140	125	134	133
75	1370	196	177	188	186
MAX	1788	250	226	240	236
GRADE	E	E	E	B	B

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Slingshot	None	Long
Attack	Antagonize Enemy	—	—

ARC	KNOCK BACK	POWER	EFFECT
0	0.5	1	—
—	—	—	—

THOUGHT PROCESS
BRAVE > BRAVE > TIMID

SKILL
EVASION PLUS ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	FRIEND TUTORIAL

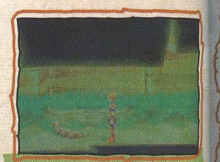
DIRECTIONS

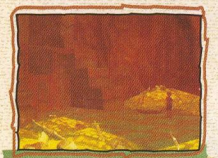
1. Talk to him after encountering an enemy Tsuchinoko.


Nowem Region (6), page 163


Elf Region (3), page 162


Tria Region (2), page 165


Dorse Region (5), page 164


Parsec's Chamber.


Septem Region (3), page 171


Ocho Region (2), page 168


Cuatour Region (1), page 160

Tsuchinokos appear randomly each day in one of eight locations. The best method of searching for one is to begin at midnight and explore all available locations. Normally, only one Tsuchinoko appears in the listed locations. However, if you or a party member has a Magic Mirror equipped, more than one will appear.

SCHEDULE

TIME	LOCATION
0:00	Yack's Residence
7:10	Nuevo Village
7:20	Adien Region (2)
8:25	Ocho Region—Adien Region
9:40	Ocho Region
10:00	Ocho Region
19:00	Ocho Region
19:20	Ocho Region—Adien Region
20:35	Adien Region (2)
21:40	Nuevo Village
22:00	Yack's Residence



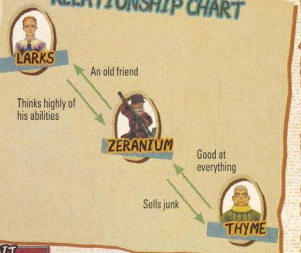
Zeranium ♂

NO AFFILIATION

Zeranium is an old man at home in all four neighborhoods, often found near the garbage cans. He is a well-known figure to the townspeople, and can be seen every day, rain or shine, wandering the town and investigating its garbage. The occasional hard glint in his eye suggests a rough history. Every word he utters is pregnant with meaning.

EXP	DAGOL	DROP	ENCOUNTER
1511	21	HERB EXTRACT DX	ZERANIUM

RELATIONSHIP CHART



CHARACTER DATA

Metal Pipe
Element None

Farming Clothes
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
▲	▲	▲	▲	▲

BLZ	CON	CUR	PET	DTH
▲	▲	▲	▲	⊙

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
35	998	186	144	98	158
50	1772	238	199	135	199
75	3062	326	291	198	268
MAX	4301	410	380	258	334
GRADE	A	A	A	B	A

THOUGHT PROCESS
STANDARD > STANDARD > STANDARD

SKILL
SHARP EDGE ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Knight Blow	None	Medium
Attack	Rotating Spin	None	Medium
Attack	Flashing Thrust	None	Medium

ARC	KNOCK BACK	POWER	EFFECT
200	1	1	—
360	1	0.8	—
40	1.3	1.5	Breaks Parry

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
30	THE GUARDIANS

DIRECTIONS

1. Talk to Larks to hear about one of Radiata's oldest and greatest Knights.
2. Talk to Zeranium.

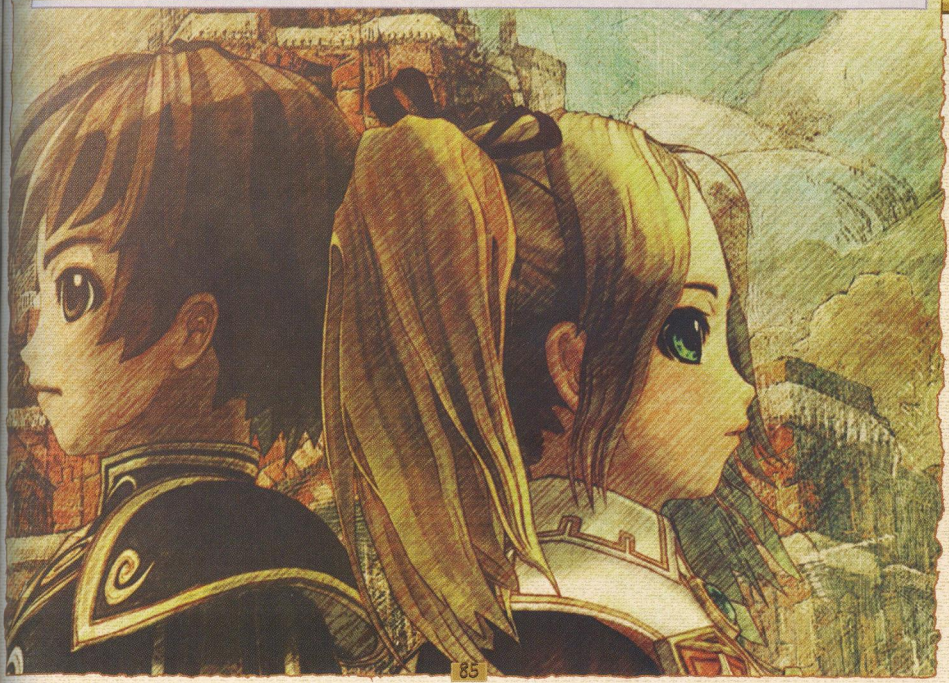
SCHEDULE

TIME	LOCATION
0:00	Zeranium's Residence
1:05	Black Town of Night and Lust
1:10	Path to the Beast Pit
4:35	Blue Town of Water and Wisdom (2)

TIME	LOCATION
5:10	Path of Insanity and Fanaticism
8:15	White Town of Stars and Faith
8:50	Path of Swords and Wisdom
12:20	Yellow Town of Sun and Glory (1)

TIME	LOCATION
12:30	Yellow Town of Sun and Glory (2)
13:30	Castle Gate
14:30	Blue Town of Water and Wisdom (2)
15:20	Blue Town of Water and Wisdom (1)

TIME	LOCATION
15:50	Path to the Beast Pit
16:25	Black Town of Night and Lust
20:55	Zeranium's Residence
23:00	Zeranium's Residence



NON-HUMAN CHARACTERS



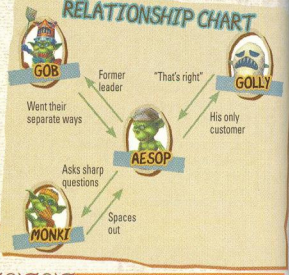
AESOP ♂

GREEN GOBLIN

Aesop is a green goblin comic. He used to be part of a trio with Gob and Monki, but they disbanded after a certain incident. Now he is part of the comedy duo "Monki Magic" with Monki. Some of their routines can get a bit rough and Monki has been injured on more than one occasion.

EXP	DAGOL	DROP	ENCOUNTER
101	46	CEMENT POWDER	AESOP

RELATIONSHIP CHART



CHARACTER DATA

Ladle
Element: None

Goblin Suit
Element: None

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	●

LV	HP	ATK	DEF	EVA	LCK
8	159	29	30	51	46
27*	644	78	87	99	81
50	1232	139	156	157	123
75	1872	204	231	221	170
MAX	2485	267	303	281	214
GRADE	D	D	C	A	C

Aesop is level 27 when he becomes available to recruit.

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Ladle Attack	None	Short
Attack	Pouch Pitch	None	Long

ARC	KNOCKBACK	POWER	EFFECT
90	0.5	1	—
0	0.5	0.5	Confuse 1.2

THOUGHT PROCESS
TIMID > TIMID > TIMID

SKILL
PREVENT POISON ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
24	AN ECCENTRIC VISITOR

DIRECTIONS

1. Encounter Gob, Aesop, and Monki in the Dorse Region (1).
2. Fight and defeat the trio.
3. Select "Let them go."

SCHEDULE

TIME	LOCATION
0:00	Dorse Region (6)
3:30	Waits behind the stage
12:00	On stage with Monki
17:00	Leaves the stage
20:00	Goes off to practice his act
20:30	Returns to the path



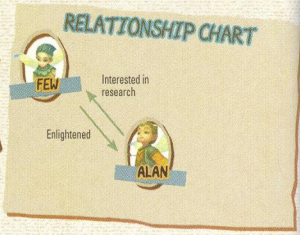
ALAN ♂

LIGHT ELF

Alan is a light elf biologist who assists Few in her research. He is now starting to conduct his own research into light elves. His dazed expression hides a serious and hard-working character. He works diligently to find the answers to the questions that constantly come to him.

EXP	DAGOL	DROP	ENCOUNTER
208	289	CURE DROP	ALAN

RELATIONSHIP CHART



Alan (cont.)

Character Data

Grass Clothes
Element: Wind

Resistances

POI	PAR	BLD	BND	FRZ
⊙	✖	✖	✖	⊙
BLZ	**CON**	**CUR**	**PET**	**DTH**
⊙	⊙	✖	✖	●

LV	HP	ATK	DEF	EVA	LCK
12	296	72	76	61	52
25	673	108	105	94	68
50	1400	179	163	157	101
75	2127	249	220	221	133
MAX	2825	379	275	281	164
GRADE	C	C	D	A	D

Thought Process: PASSIVE > PASSIVE > PASSIVE

Skill: EARTH DEFENSE ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Bait
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name	Element	Range
Attack	Earth Needles	Earth	Long
Attack	Leaf Barrier	Wind	Short
Attack	Light Bow	None	Long

Arc	Knock Back	Power	Effect
0	0.5	1.3	Breaks Parry, Knocks Upward
360	1.5	0.9	—
0	0.5	1.4	—

Gathering Friends

Requirements

Level	Timing
7	DEFEATING GAWAIN

Directions

1. Talk to him to find out that he wants five Matango Larvae.
2. Collect five Matango Larvae and give them to Alan.

Matango are the toadstool enemies in the Sediche Region.

Schedule

Time	Location
0:00	Private House (3)
2:50	Steps outside; prepares for takeoff
3:00	Flying
10:55	Private House (3)
13:50	Steps outside; prepares for takeoff
13:55	Flying
18:00	Private House (3)

Ben ♂

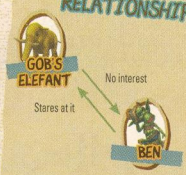
GREEN GOBLIN



Ben is a green goblin slacker. He roams the village looking for travelers to tell his senseless stories to. Sometimes his ramblings actually have a point, although it's not always easy to find. He, of course, thinks his stories are hilarious. He can often be found laughing at one of his own jokes.

EXP	DAGOL	Drop	Encounter
178	12	MASS OF ENMITY	BEN

Relationship Chart



Recruits

Character Data

Iron Gauntlet
Element: None

Goblin Suit
Element: None

Luck Bracelet
Reference: [pg287]

Resistances

POI	PAR	BLD	BND	FRZ
●	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	●

LV	HP	ATK	DEF	EVA	LCK
11	164	65	74	80	41
25	546	98	109	111	70
50	1229	158	173	166	122
75	1913	218	237	222	174
MAX	2569	275	299	276	224
GRADE	D	D	D	B	B

Thought Process: BRAVE > TIMID > TIMID

Skill: PREVENT PETRIFY ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Bait
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name	Element	Range
Attack	Flying Fist	None	Short
Attack	Steal	None	Short
Attack	Pounce	None	Short
Attack	Clingy	None	Short

Arc	Knock Back	Power	Effect
90	1	1.6	Knock Back
60	1	1.6	Steal 2.0
60	—	—	Clings to Foe
360	0	—	Ignores Guard, 0 to 1 Fixed Damage

Gathering Friends

Requirements

Level	Timing
6	AN ECCENTRIC VISITOR

Directions

1. Kick Ben three times when he is sleeping.
2. Answer "Sure" to Ben's question.

Schedule

Time	Location
0:00	Shangri La (4); sleeps
3:00	Sits on the ground
9:00	Sleeps
15:00	Sits on the ground
21:00	Sleeps



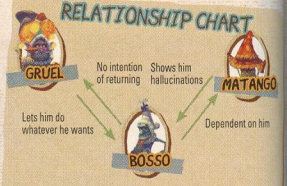
Bosso ♂

BLACK GOBLIN

Bosso is a black goblin whose senses became muddled after getting covered in matango poison outside the village. He became so confused he couldn't find his way back to the village. However, he has made a nice home for himself in the wild outdoors.

EXP	DAGOL	DROP	ENCOUNTER
80	3	TOADSTOOL LANCE	BOSSO

*Bosso can only be fought in your attempt to recruit him.



CHARACTER DATA

Toadstool Lance
Element: Earth

Toadstool Suit
Element: None

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	▲	▲	▲	▲
BLZ	**CON**	**CUR**	**PET**	**DTH**
▲	●	▲	▲	▲

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
27	708	170	103	199	256
50	1609	212	175	204	288
75	2588	258	253	210	324
MAX	3529	303	328	215	359
GRADE	B	C	B	C	A

THOUGHT PROCESS
BRAVE > BRAVE > TIMID

SKILL
PREVENT BIND ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACK UP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Pike Thrust	Earth	Medium
Attack	Sweep Thrust	Earth	Medium
Other	Annoying Laugh	—	—

ARG	KNOCK BACK	POWER	EFFECT
40	0.5	1	Poison 1.0
200	1	0.8	Poison 1.0
—	—	—	—

SCHEDULE

TIME	LOCATION
All Day	Sediche Region (2)

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
22	DEFEATING GAWAIN

DIRECTIONS

1. Save Bosso from two Matangos in the Sediche Region (2).
2. Defeat Bosso in the duel that follows.

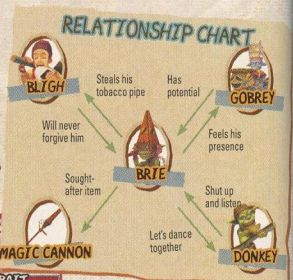


Brie ♂

GREEN GOBLIN

A green goblin who has been captivated by magic ever since he saw it performed. He aspires to become a mage, but after realizing the amount of studying required, he spends his time trying to come up with an easy way to become a first-class mage.

EXP	DAGOL	DROP	ENCOUNTER
311	15	MUSTARD POWDER	BRIE



CHARACTER DATA

Head Basher
Element: None

Goblin Suit
Element: None

Toughness Bangle
Reference: [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	●

LV	HP	ATK	DEF	EVA	LCK
15	193	72	68	77	71
25	455	95	97	101	86
50	1112	154	172	162	126
75	1768	213	247	222	166
MAX	2399	270	319	281	205
GRADE	D	D	C	A	C

THOUGHT PROCESS
TIMID > TIMID > TIMID

SKILL
PREVENT BLIND ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACK UP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Cross Strike	None	Medium
Other	Antagonize Enemy	—	—

ARG	KNOCK BACK	POWER	EFFECT
90	1	1	—
—	—	—	—

SCHEDULE

TIME	LOCATION
All Day	Dorse Region (6)

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
10	AFTER AN ECCENTRIC VISITOR, BEFORE JACK'S DECISION

DIRECTIONS

1. Recruit Bligh by returning his pipe.
2. Talk to Brie with two mages in your party.



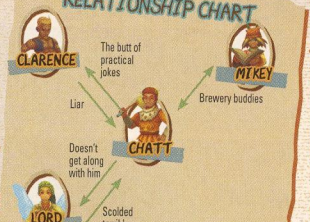
Chatt ♂

DARK ELF

At first glance, this dark elf looks like a nice, laid-back young man but it is all an act. He is actually a nuisance who plays pranks on everyone in the village, except for the elder. He got such an awful scolding from the elder when he was a young boy that he has steered well clear ever since.

EXP	DAGOL	DROP	ENCOUNTER
434	263	CURE NEEDLE	CHATT

RELATIONSHIP CHART



CHARACTER DATA



Leaf Clothes
Element None

THOUGHT PROCESS
BRAVE > PASSIVE > PASSIVE

SKILL
COLOSSAL POWER ★ ☆ ☆ ☆ ☆

LV	HP	ATK	DEF	EVA	LCK
18	382	93	100	42	36
25	642	118	124	52	46
50	1572	209	212	90	82
75	2502	301	299	128	118
MAX	3395	389	384	165	152
GRADE	B	A	A	E	E

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	PLAY DEAD	GO NUTS	USE VOLTY
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	CON	CUR	PET	DTH
✖	✖	✖	✖	✖

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Combo Punch	❶	None	Short	40	0.5	0.8	—
		❷	None	Short	40	0.5	1	—
Attack	High Spin Kick		None	Medium	200	1	1.2	Knock Back
Other	Crescent Kick		None	Short	50	0.5	1.4	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
13	FRIEND TUTORIAL

DIRECTIONS

❶ Talk to Chatt; he indicates that Clarence is looking for you.
❷ Talk to Clarence.
❸ Talk to Chatt.
❹ Talk to Chatt on a subsequent day between 18:00 and 5:00 in the Brewery.
❺ Say "Okay" when asked to try the drink.
❻ Talk to Clarence on the following day; he says to talk to Chatt.
❼ Enter the Storeroom via the Elder's Room and defeat the enemy.

SCHEDULE

TIME	LOCATION
0:00	Brewery
5:15	Forest Metropolis 1st Floor (3)
5:45	Forest Metropolis 1st Floor (2)
11:15	Forest Metropolis 1st Floor (3)
11:40	Brewery



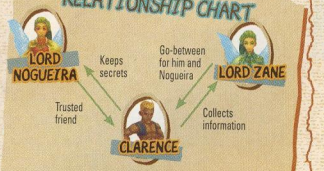
Clarence ♂

DARK ELF

Clarence is a dark elf spy. Although "spy" makes him seem sinister, all he really does is collect information and act as an intermediary with other races. Because he is away a lot, he does not interact much with the people of his village. Although he wouldn't admit it himself, it sometimes seems that his hard work is a form of escape from something....troubling.

EXP	DAGOL	DROP	ENCOUNTER
1351	297	HERB EXTRACT S	CLARENCE

RELATIONSHIP CHART



CHARACTER DATA



Leaf Clothes
Element None

THOUGHT PROCESS
BRAVE > PASSIVE > PASSIVE

SKILL
PREVENT PARALYZE ★ ★ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	PLAY DEAD	GO NUTS	USE VOLTY
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	CON	CUR	PET	DTH
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
33	862	202	197	155	188
50	1625	253	242	196	215
75	2748	328	308	258	256
MAX	3826	400	372	318	295
GRADE	A	A	A	A	A

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Combo Punch	❶	None	Short	40	0.5	0.9	—
		❷	None	Short	40	0.5	1.1	—
Attack	High Spin Kick		None	Medium	200	1.2	1.3	Knock Back
Other	Crescent Kick		None	Short	50	0.5	1.4	Breaks Parry

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	GAWAIN'S VISIT TO FORT HELENCIA

DIRECTIONS

❶ Talk to him after recruiting all of the dark elves.

DARK ELVES

NAME	PAGE	NAME	PAGE	NAME	PAGE	NAME	PAGE	NAME	PAGE	NAME	PAGE
Coco	[pg90]	Serva	[pg114]	Franz	[pg95]	Mikey	[pg108]	Romaria	[pg112]		
Santos	[pg113]	Chatt	[pg89]	Marsha	[pg106]	Rika	[pg112]				
Zida	[pg116]	Hyann	[pg102]	Martinez	[pg106]	Lufa	[pg104]				

Clarence (cont.)

Schedule (Before Fort Helencia)

Time	Location
0:00	Nowem Region (3); in the river
2:00	Nowem Region (5); gets out of the river
2:05	On the path
2:45	Forest Metropolis 1st Floor (1)
3:00	Forest Metropolis 1st Floor (2)
3:30	Forest Metropolis 2nd Floor (1)
4:00	Room (2)
16:10	Forest Metropolis 2nd Floor (1)
16:30	Forest Metropolis 1st Floor (2)
17:00	Forest Metropolis 1st Floor (1)
17:30	Nowem Region (5)
18:15	Nowem Region (3)
18:40	Jumps into the river
19:00	Swims

Schedule (After Fort Helencia)

Time	Location
0:00	Fort Helencia Shelter
7:10	Fort Helencia Passage
7:20	Fort Helencia Anteroom
7:25	Fort Helencia Courtyard
7:40	Fort Helencia Entrance
7:50	Fort Helencia Entrance (Outside)
18:25	Fort Helencia Entrance
18:35	Fort Helencia Courtyard
18:50	Fort Helencia Anteroom
18:55	Fort Helencia Passage
19:05	Fort Helencia Shelter



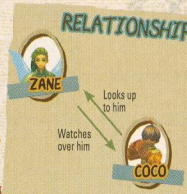
Coco ♂

Dark Elf

A young dark elf who always wears a blank expression on his face. Some people worry about him, but it's just his natural expression. He walks away when people begin talking to him, but that is because he is shy and not used to conversing with others. Once he opens up, he is willing to talk—sometimes.

EXP	DAGOL	DROP	ENCOUNTER
861	278	COOLING SPRAY	COCO

Relationship Chart



Character Data

Leaf Clothes	
Element	None
Luck Bracelet	
Reference	[pg287]

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
26	515	121	110	99	74
50	1401	182	169	171	81
75	2324	247	231	246	90
MAX	3211	308	291	318	98
GRADE	B	C	D	A	E

Thought Process: PASSIVE > BRAVE > BRAVE

Skill: FIRE DEFENSE ★ ☆ ☆ ☆ ☆

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Bait
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

Attacks

Type	Name	Element	Range	Arc	Knock Back	Power	Effect
Attack	Fireball	Fire	Long	0	0.5	1.3	Blaze 1.0
Attack	Lightning	Wind	Long	0	1	1.6	—

Gathering Friends

Requirements

Level	Timing
21	GAWAIN'S VISIT TO FORT HELENCIA

Directions

❶ Talk to him when you have nobody else in your party.

Schedule (Before Fort Helencia)

Time	Location
All Day	Forest Metropolis 1st Floor (2)

Schedule (After Fort Helencia)

Time	Location
All Day	Fort Helencia Shelter



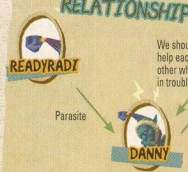
Danny ♂

Black Goblin

Danny is a psychic black goblin. He picks up radio signals via the toadstool on his head. The toadstool is actually a type of parasitic fungus known as Readyradi. No one knows where the radio waves are coming from.

EXP	DAGOL	DROP	ENCOUNTER
150	16	TOADSTOOL POWDER	DANNY

Relationship Chart



Character Data

Toadstool Axe	
Element	Earth
Toadstool Suit	
Element	None

Resistances

POI	PAR	BLD	BND	FRZ
●	▲	▲	▲	▲
BLZ	**CON**	**CUR**	**PET**	**DTH**
▲	●	▲	▲	▲

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Bait
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

LV	HP	ATK	DEF	EVA	LCK
10	174	66	69	34	95
25	727	107	117	58	121
50	1649	177	197	99	166
75	2570	247	277	139	211
MAX	3455	315	353	178	255
GRADE	B	C	B	D	B

Thought Process: BRAVE > BRAVE > BRAVE

Skill: PREVENT BLIND ★ ☆ ☆ ☆ ☆

Attacks

Type	Name		Element	Range	Arc	Knock Back	Power	Effect
Attack	Downward Thrust		Earth	Short	40	0.5	1	Poison 1.0
Attack	Rotating Spin	❶~❷	Earth	Short	120	1	0.7	Poison 1.0
Other	Annoying Laugh		—	—	—	—	—	—

NON-HUMANS

DANNY (CONT.)

GATHERING FRIENDS

REQUIREMENTS	
LEVEL	TIMING
5	DUELING GAWAIN

DIRECTIONS

1. Talk to Danny when he is gloomy or noisy; fight him and defeat him.
2. On a different day, talk to Danny when he is normal.

SCHEDULE

TIME	LOCATION
All Day	Goblin Haven (3)



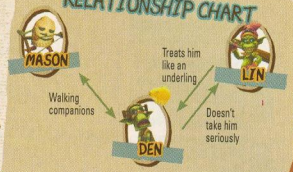
DEN ♂

GREEN GOBLIN

Den is a green goblin slacker. He is often seen standing in the middle of the village staring into space. He lacks spirit. He pretty much ends up doing nothing, day after day.

EXP	DAGOL	DROP	ENCOUNTER
150	99	PANIC POWDER	DEN

RELATIONSHIP CHART



CHARACTER DATA

- Cracked Spear — Element: None
- Goblin Suit — Element: None
- Feather Earring — Reference: [pg288]

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	●

LV	HP	ATK	DEF	EVA	LCK
10	156	55	63	78	44
25	568	94	103	113	72
50	1255	159	171	172	119
75	1942	225	239	231	167
MAX	2602	288	304	287	213
GRADE	D	D	C	A	C

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Spear Attack	None	Medium
Other	Yawn		—

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1	—
—	—	—	—

THOUGHT PROCESS
TIMID > TIMID > TIMID

SKILL
BAD CARRIER ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS	
LEVEL	TIMING
5	AN ECCENTRIC VISITOR

DIRECTIONS

1. Kick Den five times in one day.
2. Duel and defeat him.

SCHEDULE

TIME	LOCATION
All Day	Shangri La (4)



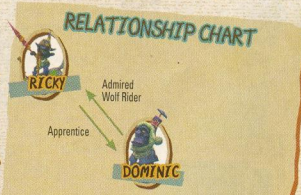
DOMINIC ♂

BLACK GOBLIN

Dominic is a trainee wolfrider who works under Ricky. He is adept at communicating with the wolves, but his chronic motion sickness problem means that it will be a while before he becomes a full-fledged wolfrider.

EXP	DAGOL	DROP	ENCOUNTER
578	5	TOADSTOOL POWDER	DOMINIC

RELATIONSHIP CHART



CHARACTER DATA

- Toadstool Axe — Element: Earth
- Toadstool Suit — Element: None

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	▲	▲	▲	▲
BLZ	**CON**	**CUR**	**PET**	**DTH**
▲	●	▲	▲	▲

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

LV	HP	ATK	DEF	EVA	LCK
21	334	101	110	55	87
25	491	112	122	64	96
50	1474	185	202	120	158
75	2457	258	281	176	219
MAX	3401	328	358	231	277
GRADE	B	C	B	B	A

THOUGHT PROCESS
BRAVE > BRAVE > BRAVE

SKILL
BERSERKER ★ ☆ ☆ ☆ ☆

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Downward Thrust		Earth	Short	40	0.5	1	Poison 1.0
Attack	Rotating Spin	1~2	Earth	Short	120	1	0.7	Poison 1.0
Other	Annoying Laugh		—	—	—	—	—	—

GATHERING FRIENDS

REQUIREMENTS	
LEVEL	TIMING
16	GAWAIN'S VISIT TO FORT HELENCIA

DIRECTIONS

1. Talk to him with Ricky in your party.

SCHEDULE

TIME	LOCATION
All Day	Sediche Region (3)



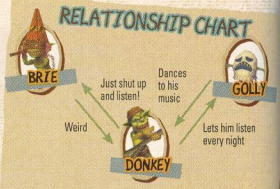
Donkey ♂

GREEN GOBLIN

A green goblin music-lover. Donkey composes his own music, but it is not as if he wants the whole world to hear it. He's happy just to have the opportunity to play his instruments. Lately he's been stopping every human he sees, trying to sell his music to them.

EXP	DAGOL	DROP	ENCOUNTER
434	13	MOON STONE CHIP	DONKEY

RELATIONSHIP CHART



CHARACTER DATA

Vegabond's Guitar
Element None

Goblin Suit
Element None

Skill Upper
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	●

LV	HP	ATK	DEF	EVA	LCK
18	275	80	91	78	65
25	473	100	109	90	77
50	1180	171	177	136	124
75	1887	243	244	181	170
MAX	2567	311	309	224	215
GRADE	D	C	C	C	C

THOUGHT PROCESS: BRAVE > BRAVE > TIMID

SKILL: ABSORB HP ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BATT
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Guitar Attack	None	Medium
ARG	**KNOCK BACK**	**POWER**	**EFFECT**
40	1	1	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
13	AN ECCENTRIC VISITOR

DIRECTIONS

1. Purchase all of the records that Donkey sells.

SCHEDULE

TIME	LOCATION
0:00	Dorse Region (6)
5:00	Waits behind the stage
8:00	Walks to where he sells records
8:30	Opens the store
16:00	Heads for the stage
16:30	Waits for his turn behind the stage
19:00	On stage



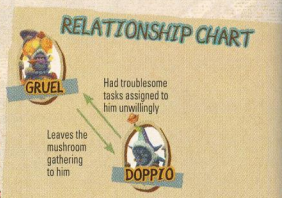
Doppio ♂

BLACK GOBLIN

A black goblin toadstool picker. Though he complains about his job, he's an assiduous worker who always gets the job done. He works alone, however, and rumor has it that he keeps some toadstools for himself. The type of goblin who's always looking for a way to turn a fast dagol.

EXP	DAGOL	DROP	ENCOUNTER
311	57	TOADSTOOL POWDER	DOPPIO

RELATIONSHIP CHART



CHARACTER DATA

Toadstool Lance
Element Earth

Toadstool Suit
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	▲	▲	▲	▲
BLZ	**CON**	**CUR**	**PET**	**DTH**
▲	●	▲	▲	▲

LV	HP	ATK	DEF	EVA	LCK
15	336	80	61	42	98
25	823	107	92	58	120
50	2041	175	170	100	176
75	3259	244	248	142	233
MAX	4428	310	323	183	287
GRADE	A	C	B	D	A

THOUGHT PROCESS: BRAVE > BRAVE > TIMID

SKILL: PREVENT BLIND ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BATT
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Pike Thrust	Earth	Medium
Attack	Sweep Thrust	Earth	Medium
Other	Annoying Laugh	—	—
ARG	**KNOCK BACK**	**POWER**	**EFFECT**
40	0.5	1	Poison 1.0
200	1	0.8	Poison 1.0
—	—	—	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
10	BEFORE THE STORM

SUB MISSION: NEGOTIATING WITH THE ORCS

DIRECTIONS

1. Talk to Doppio when carrying the King's Toadstool; fight him and win.

SCHEDULE

TIME	LOCATION
0:00	Goblin Haven (1)
4:15	Sediche Region (6)
5:00	Gathers toadstools
19:30	Goblin Haven (1)
20:00	Smokes
23:00	Stretches out on the floor



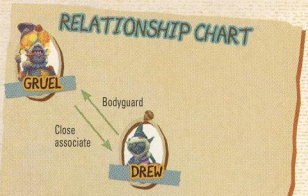
Drew ♂

BLACK GOBLIN

A confidant to the black goblin leader. He used to act as a bodyguard to the goblin leader, but toadstool larvae poisoning has addled his thinking. He used to be one of the more serious goblins, though now there is no hint of his old self.

EXP	DAGOL	DROP	ENCOUNTER
124	34	TOADSTOOL POWDER	DREW

RELATIONSHIP CHART



CHARACTER DATA

Toadstool Blade
Element Earth

Toadstool Suit
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	▲	▲	▲	▲

BLZ	CON	CUR	PET	DTH
▲	⊙	▲	▲	▲

LV	HP	ATK	DEF	EVA	LCK
9	165	63	59	32	64
25	751	106	107	60	97
50	1668	175	184	103	148
75	2585	244	260	147	200
MAX	3403	309	334	189	249
GRADE	B	C	B	D	B

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BATT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Cross Cut	Earth	Medium
Attack	Jump Slash	Earth	Medium

ARC	KNOCK BACK	POWER	EFFECT
90	1	1	Poison 1.0
40	0.5	1.2	Poison 1.0

THOUGHT PROCESS: TIMID > TIMID > TIMID

SKILL: PREVENT BIND ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
4	BEFORE THE STORM

SUB MISSION: NEGOTIATING WITH THE ORCS

DIRECTIONS

1. Talk to Drew when you are carrying the King's Toadstool, and give it to him.

Don't forget to recruit Doppio before giving the King's Toadstool to Drew.

SCHEDULE

TIME	LOCATION
0:00	Goblin Haven (3)
5:00	Wakes up
18:00	Stretches out



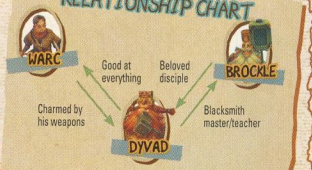
Dyvad ♂

DWARF

Dyvad is an apprentice to the best blacksmith in town, Brockle. He helps his master while honing his skills. Thought to be the natural successor to Brockle, though Dyvad himself resists the idea, as he believes he still lacks the skills. Serious and well mannered, he has great powers of concentration and can deduce a lot from a single item.

EXP	DAGOL	DROP	ENCOUNTER
391	48	HERB EXTRACT	DYVAD

RELATIONSHIP CHART



CHARACTER DATA

Ore Hammer
Element Earth

Cloth Apron
Element None

Luck Bracelet
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	✖	✖	✖	✖

BLZ	CON	CUR	PET	DTH
✖	✖	✖	✖	⊙

LV	HP	ATK	DEF	EVA	LCK
17	668	88	97	46	40
25	1065	120	125	58	52
50	2307	222	216	97	93
75	3549	323	307	136	134
MAX	4741	420	393	173	172
GRADE	A	A	A	D	D

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BATT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Hammer Swing	Earth	Short
Attack	Earth's Pulse	Earth	Short
Other	Stroke Beard	—	—

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1.1	—
0	1	1	Knock Back
—	—	—	—

THOUGHT PROCESS: BRAVE > BRAVE > PASSIVE

SKILL: STRENGTH PLUS ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
12	A RUN-IN WITH ELVEN OR MAGNIFICENT ORE

DIRECTIONS

1. Talk to him.

SCHEDULE (BEFORE VIOLATION)

TIME	LOCATION
0:00	Blacksmith Dyvad
7:15	Earth Valley
12:00	Blacksmith Brockle
15:15	Earth Valley
15:40	Blacksmith Dyvad

SCHEDULE (AFTER FORT HELENCIA)

TIME	LOCATION
All Day	Fort Helencia Courtyard



Fan

LIGHT ELF ♀

Fan is a light elf who can charm non-elves into doing her bidding. She looks down on other races and often uses her cutesy tricks for no other purpose than her own amusement. She is always perky and cute around others, but it is all an act. She is actually quite rough and ill-mannered.

EXP	DAGOL	DROP	ENCOUNTER
1128	238	HEATING TABLET	FAN

RELATIONSHIP CHART



CHARACTER DATA

Grass Clothes
Element Wind

Skill Upper
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
⊙	✖	✖	✖	⊙
BLZ	**CON**	**CUR**	**PET**	**DTH**
⊙	⊙	✖	✖	●

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
30	602	150	145	118	48
50	1317	206	193	171	91
75	2210	277	253	239	145
MAX	3069	345	310	304	197
GRADE	B	B	C	A	C

THOUGHT PROCESS
PASSIVE > PASSIVE > PASSIVE

SKILL
EVASION PLUS ★ ★ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Restore	Forest Blessing	—	—
Attack	Leaf Barrier	Wind	Short
Attack	Light Blow	None	Long

ARC	KNOCK BACK	POWER	EFFECT
—	—	—	Cures Target of All Afflictions and Restores 20% of Max HP
360	1.5	0.9	—
0	0.5	1.4	Paralyze 1.5

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
25	GAWAIN'S VISIT TO FORT HELENCIA

DIRECTIONS

1. Talk to her when she is standing at the entrance to the City of Flowers.
2. Accept her offer to race.
3. Reach the ressan tree in Cuatour Region (1) in approximately 50 to 55 minutes.

SCHEDULE

TIME	LOCATION
0:00	City of Flowers
2:30	Private House (2)
3:00	Flying
6:00	Private House (2)
9:10	City of Flowers



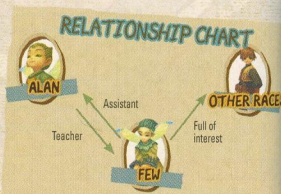
Few

LIGHT ELF ♀

A light elf scholar who began her research after realizing the light elves had not progressed in any way since her birth. Perhaps it is because she is a scholar, but she is unusual among light elves in that she does not look down upon other races. She is absorbed in her work, devoting herself to it as if there was no tomorrow.

EXP	DAGOL	DROP	ENCOUNTER
528	202	CURE NEEDLE	FEW

RELATIONSHIP CHART



CHARACTER DATA

Grass Clothes
Element Wind

Power Stone
Reference [pg288]

RESISTANCES

POI	PAR	BLD	BND	FRZ
⊙	✖	✖	✖	⊙
BLZ	**CON**	**CUR**	**PET**	**DTH**
⊙	⊙	✖	✖	●

LV	HP	ATK	DEF	EVA	LCK
20	395	100	99	78	45
25	567	115	111	87	53
50	1427	193	173	135	94
75	2287	270	234	183	135
MAX	3113	345	294	230	174
GRADE	B	B	D	B	D

THOUGHT PROCESS
BRAVE > BRAVE > TIMID

SKILL
LUCK PLUS ★ ☆ ☆ ☆ ☆

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Sword of Ice	Water	Long
Attack	Projection Bash	Wind	Long

ARC	KNOCK BACK	POWER	EFFECT
90	1	1.4	Freeze 1.0
0	0.5	1	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
15	GAWAIN'S VISIT TO FORT HELENCIA

DIRECTIONS

1. Talk to her with a Dark Elf, Green Goblin, and Black Goblin in your party.

SCHEDULE

TIME	LOCATION
0:00	Private House (3)
5:00	Flying
11:00	Private House (3)

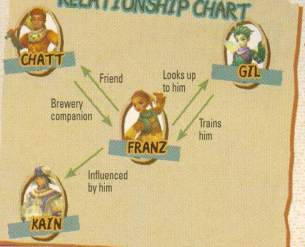


Franz ♂

VOID COMMUNITY

Franz is a self-proclaimed dark elf martial artist. He once saw a monk with a similar build to his own defeat an opponent many times his size. He has been a devoted practitioner ever since. Although enthusiastic, he tries to do everything his own way and ends up expending great energy for no useful purpose. No one tells him so because it only makes him mad.

EXP	DAGOL	DROP	ENCOUNTER
208	278	HERB EXTRACT	FRANZ



CHARACTER DATA

Leaf Clothes — Element: None

Warrior Bangle — Reference: [pg287]

THOUGHT PROCESS
BRAVE > PASSIVE > PASSIVE

SKILL
FIRE DEFENSE ★ ☆ ☆ ☆ ☆

RESISTANCES

POT	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACK UP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

LV	HP	ATK	DEF	EVA	LCK
12	290	75	79	32	41
25	781	109	112	81	59
50	1727	175	176	175	96
75	2673	241	240	269	132
MAX	3582	305	301	359	167
GRADE	A	C	C	A	D

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Combo Punch	❶	None	Short	40	0.5	0.8	—
		❷	None	Short	40	0.5	1	—
Attack	High Spin Kick		None	Medium	200	1.0	1.2	Knock Back
Other	Crescent Kick		None	Short	50	0.5	1.4	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
7	REUNITING WITH PARSEC

DIRECTIONS

❶ Talk to him.

SCHEDULE (BEFORE FORT HELENCIA)

TIME	LOCATION
0:00	Brewery
5:10	Forest Metropolis 1st Floor (3)
5:30	Forest Metropolis 1st Floor (2)
5:45	Forest Metropolis 1st Floor (1)
6:15	Nowem Region (5)
18:15	Forest Metropolis 1st Floor (1)
19:00	Forest Metropolis 1st Floor (2)
19:20	Forest Metropolis 1st Floor (3)
19:45	Brewery

SCHEDULE (AFTER FORT HELENCIA)

TIME	LOCATION
All Day	Fort Helencia Courtyard

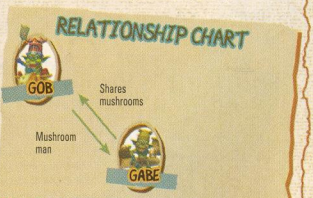


Gabe ♂

GREEN GOBLIN

Gabe is a green goblin who sells accessories and grows toadstools. He sells things he finds on the ground for money to buy tobacco and soil for his toadstools. His dedication to work means he has no time to start any mischief. Gabe is one of the more serious goblins.

EXP	DAGOL	DROP	ENCOUNTER
—	—	—	—



CHARACTER DATA

Iron Knife — Element: None

Goblin Suit — Element: None

THOUGHT PROCESS
TIMID > TIMID > TIMID

SKILL
100T BODY ★ ☆ ☆ ☆ ☆

RESISTANCES

POT	PAR	BLD	BND	FRZ
●	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	●

LV	HP	ATK	DEF	EVA	LCK
17	238	79	75	101	63
25	467	95	96	119	77
50	1195	146	164	175	124
75	1900	197	232	231	171
MAX	2588	245	298	285	216
GRADE	D	E	D	A	C

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACK UP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Piercing Thrust	None	Short	40	0.5	1	—
Attack	Cutting Knives	None	Short	90	0.5	1.2	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
12	AN ECCENTRIC VISITOR

DIRECTIONS

❶ Talk to Gabe when he is smoking between 4:00 and 7:50, or 12:00 and 16:00, or 20:00 and 23:59.

❷ He asks you to bring him 50 packets of Panic Powder.

❸ Talk to him again when you have 50 packets of Panic Powder and agree to give them to him.

GABE (CONT.)

SCHEDULE

TIME	LOCATION	TIME	LOCATION	TIME	LOCATION
0:00	Shangri La (4); opens store	7:50	Opens store	16:00	Opens store
4:00	Smokes tobacco	12:00	Smokes tobacco	20:00	Smokes cigar



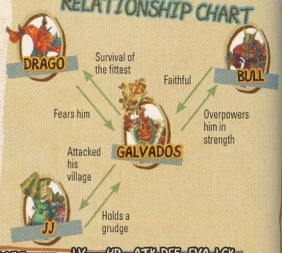
GALVADOS ♂

BLOOD ORC

Leader of the blood orcs. Blood orcs live according to their animal instincts and do not communicate with other races. As a leader, Galvados is the biggest and baddest of his tribe, and can even subdue the green orcs. Blood orcs live by one rule and one rule only: the strongest shall be obeyed.

EXP	DAGOL	DROP	ENCOUNTER
5330	2236	HERB EXTRACT MAX, LIFE BERRY	GALVADOS

RELATIONSHIP CHART



CHARACTER DATA

Bloody Hammer
Element None

Shabby Mail
Element Fire

THOUGHT PROCESS
STANDARD > STANDARD > AGGRESSIVE

SKILL
FULL POWER ★ ★ ☆ ☆ ☆

RESISTANCES

POI	PAR	BLD	BND	FRZ
BLZ	CON	CUR	PET	DTH
⊙		⊙	⊙	⊙

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	PLAY DEAD	GO NUTS	USE VOLTY
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
49	3900	265	189	148	272
50	3980	268	191	150	273
75	5989	366	257	203	310
MAX	7918	460	319	253	346
GRADE	S	S	C	B	A

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Megaton Crush		None	Medium	40	1	1	Break Guard
Attack	Powerful Swing		None	Medium	200	1.3	1	Break Guard
Volty	Crazy Slugger	❶-❷	None	—	—	1.3	0.25	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	BEFORE THE STORM

SUB MISSION
NEGOTIATING WITH THE ORCS

DIRECTIONS

❶ Talk to Galvados; accept his challenge and win.

SCHEDULE

TIME	LOCATION
0:00	Borgandiazo (6)
8:00	Sits on the floor
21:05	Sleeps



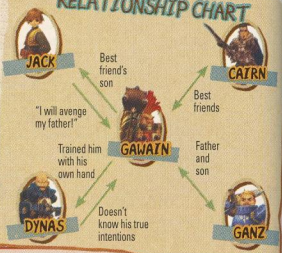
GAWAIN ♂

KNIGHT

Gawain is Ganz's father and present master of the Rothchild clan that holds the crest of the Lion of the West. Before his disappearance, he was the leader of the Rouge Lion, the greatest brigade in the Radiara Knights. Old-fashioned and stubborn, he was well-liked by his subordinates. He was best friends with Cairn, Jack's father.

EXP	DAGOL	DROP	ENCOUNTER
9064	0	REVIVAL STONE CHIP, MYSTERY BERRY	GAWAIN

RELATIONSHIP CHART



CHARACTER DATA

Morningstar
Element None

Red Lion Armor
Element None

Saint's Trophy
Reference [pg288]

THOUGHT PROCESS
STANDARD > STANDARD > STANDARD

SKILL
KING OF NIGHT ★ ☆ ☆ ☆ ☆

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	⊙	⊙
BLZ	CON	CUR	PET	DTH
⊙	⊙	✖	✖	⊙

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	PLAY DEAD	GO NUTS	USE VOLTY
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
—	—	—	—	—	—
53	1350	245	210	152	102
75	2622	315	302	196	148
MAX	4011	392	402	245	199
GRADE	A	A	A	B	C

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	1 Right Blow		None	Long	120	1	0.7	—
Attack	2 Left Blow		None	Long	120	1	0.6	—
Attack	3 King Crush		None	Long	90	1	1.2	—
Attack	Crossbow		None	Long	0	0.5	0.6	—
Volty	Leo Smash Royale	❶-❸	None	—	—	1.3	0.3	—
	Antagonize Enemy		None	—	—	1.3	2.0	Knock Back

Gawain (cont.)

Gathering Friends

Requirements	
Level	Timing
—	Defeating Gawain

Directions
❶ Joins automatically.



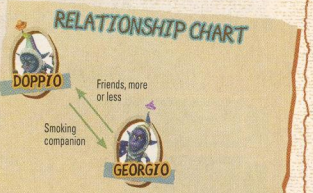
Georgio ♂

Black Goblin

Georgio is an information officer for the black goblins. He is good at hoarding the knowledge that others need and negotiating deals to his advantage. Georgio loves it when he finds someone who is not as sharp a negotiator as he is, but at the same time, a skilled dealer can cause him to give up more information than intended.

EXP	DAGOL	DROP	ENCOUNTER
741	2	Toadstool Powder	Georgio

Relationship Chart



Character Data

E. Toadstool Sword	
Element	Earth
Toadstool Suit	
Element	None
Warrior Bangle	
Reference	[pg287]

Resistances

POT	PAR	BLD	BND	FRZ
●	▲	▲	▲	▲
BLZ	**CON**	**CUR**	**PET**	**DTH**
▲	●	▲	▲	▲

LV	HP	ATK	DEF	EVA	LCK
24	452	125	104	65	102
25	490	128	106	66	104
50	1461	215	177	116	159
75	2432	301	247	166	214
MAX	3364	385	314	214	267
GRADE	B	A	C	C	A

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Bait
Possible	Can't Enact	Possible	Possible
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
Possible	Possible	Possible	Can't Enact

Attacks

Type	Name	Element	Range
Attack	Slash Attack	Earth	Medium
Attack	Wild Swing	Earth	Medium
Attack	Sword Gaze	—	—

Arc	Knock Back	Power	Effect
90	1	1.4	Poison 1.0
200	1	1	Poison 1.0
—	—	—	—

Thought Process: Brave > Brave > Brave

Skill: Prevent Steal ★ ☆ ☆ ☆ ☆

Schedule

Time	Location
0:00	Goblin Haven (1); smoking
4:00	Looks at his sword
10:00	Smokes a cigar
14:00	Looks at his sword
21:00	Smokes a cigar

Gathering Friends

Requirements	
Level	Timing
—	Goblin Haven

Directions
❶ Equip a two-handed sword.
❷ Talk to Georgio when he is staring at his Toadstool Sword between 4:00 and 10:00 or 14:00 and 21:00.
❸ Defeat Georgio in the subsequent battle.



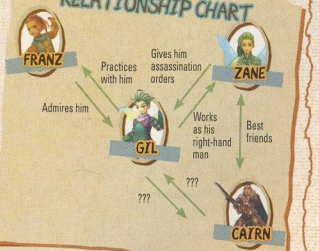
Gil ♂

Light Elf

Gil is a light elf poet who serves as Zane's right-hand man. He is also a daydreamer who sometimes has a hard time differentiating between reality and fantasy. His poems are fantastic and wonderful. They are in much demand by other races. He is also the leading light elf assassin.

EXP	DAGOL	DROP	ENCOUNTER
1430	279	Mint Drop	Gil

Relationship Chart



Character Data

Grass Clothes	
Element	Wind

Resistances

POT	PAR	BLD	BND	FRZ
⊙	✖	✖	✖	⊙
BLZ	**CON**	**CUR**	**PET**	**DTH**
⊙	⊙	✖	✖	●

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
34	883	205	157	160	143
50	1547	250	195	185	184
75	2584	320	256	224	248
MAX	3580	388	314	262	311
GRADE	A	A	C	B	A

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Bait
Possible	Can't Enact	Possible	Impossible
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
Possible	Possible	Possible	Can't Enact

Attacks

Type	Name		Element	Range	Arc	Knock Back	Power	Effect
Attack	Sword of Ice	❶–❷	Water	Long	90	1	0.8	Freeze 1.0
Attack	Projection Bash	❸	Wind	Long	0	0.5	1	—

Thought Process: Standard > Standard > Standard

Skill: Fire Defense ★ ★ ☆ ☆ ☆

Schedule

Time	Location
0:00	Fort Helencia Entrance (Outside)
6:15	Undergoes battle training
15:20	Flying
18:00	Fort Helencia Entrance (Outside)
18:15	Undergoes battle training
22:00	Sits on the ground

Gathering Friends

Requirements	
Level	Timing
29	Reuniting with Parsec

Directions
❶ Talk to Gil and agree to fight him.
❷ Defeat him in the subsequent battle.



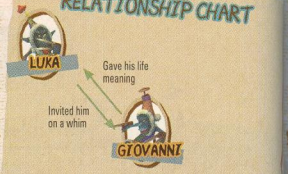
Giovanni ♂

BLACK GOBLIN

Giovanni is an adherent of the black goblin Cult of Trickery. After hearing the preaching of Luka, he became an avid member of the cult, Luka, and the black goblin gods. Presently, he is busy trying to reach the million-prank goal in order to summon the gods.

EXP	DAGOL	DROP	ENCOUNTER
434	19	TOADSTOOL POWDER	GIOVANNI

RELATIONSHIP CHART



CHARACTER DATA

- Chupa Claw — Element: Earth
- Chupa Claw — Element: None
- Toadstool Suit — Element: None

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	▲	▲	▲	▲

BLZ	CON	CUR	PET	DTH
▲	●	▲	▲	▲

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

LV	HP	ATK	DEF	EVA	LCK
18	307	95	45	80	98
25	590	117	67	97	114
50	1604	197	147	158	173
75	2618	277	227	220	231
MAX	3592	354	304	279	288
GRADE	A	B	C	B	A

THOUGHT PROCESS: TIMID > TIMID > BRAVE

SKILL: PREVENT PARALYZE ★ ☆ ☆ ☆ ☆

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Mach Claw	❶–❷	None	Short	60	0.5	0.4	—
Attack	Sunset Kick		None	Short	40	1.3	1	—
Other	Lip Lick		—	—	—	—	—	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
13	DUELING GAWAIN

SUB MISSION: TREASURE OF GOBLIN CEMETERY OR GOBLIN HISTORY

DIRECTIONS

❶ Talk to him when you are wearing the Recruitment Suit.

SCHEDULE

TIME	LOCATION
0:00	Goblin Haven (3)
12:10	Goblin Haven (2)
19:20	Goblin Haven (3)



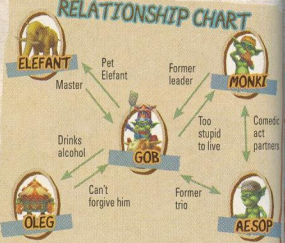
Gob ♂

GREEN GOBLIN

Gob is a green goblin elefant rider. He is a rare goblin who likes combat. He sits on his elefant steed while going out to commit mischief and mayhem. He loves provoking and teasing other people. There's no real reason for his behavior—it's just his DNA acting up...

EXP	DAGOL	DROP	ENCOUNTER
350	3	HERB EXTRACT S	GOB

RELATIONSHIP CHART



CHARACTER DATA

- Fly Swatter — Element: Earth
- Goblin Suit — Element: Fire

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	✖	✖	✖	✖

BLZ	CON	CUR	PET	DTH
⊙	✖	✖	✖	●

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

LV	HP	ATK	DEF	EVA	LCK
16	249	32	36	63	56
29*	632	69	80	99	83
50	1252	129	151	157	128
75	1989	201	236	226	182
MAX	2697	270	318	292	233
GRADE	C	D	C	A	B

Gob is level 29 when he becomes available to recruit.

THOUGHT PROCESS: PASSIVE > PASSIVE > PASSIVE

SKILL: IRON LINK ★ ★ ☆ ☆ ☆

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Fly Swatter	❶–❷	None	Medium	90	0.5	1	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
24	AN ECCENTRIC VISITOR

DIRECTIONS

❶ Encounter Gob, Aesop, and Monki in the Dorse Region (1).

❷ Fight and defeat the trio.

❸ Select "Let them go."

SCHEDULE

TIME	LOCATION
0:00	Shangri La (3)
16:00	Shangri La (4)
22:30	Shangri La (3)



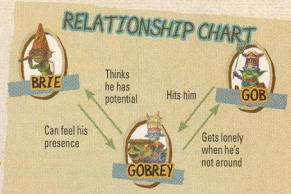
Gobrey ♂

GREEN GOBLIN

Gobrey is a green goblin from the previous generation. Because of the strange powers he had when he was still alive, he can look over his old colleagues even after death. Furious at the lazy goblins and all the time they waste, he tries to lecture them but, alas, no one can see or hear him.

EXP	DAGOL	DROP	ENCOUNTER
861	56	MAGMA POWDER, LUCK BERRY	GOBREY

RELATIONSHIP CHART



CHARACTER DATA

Fly Swatter
Element None

Goblin Suit
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	●	●	●	●

BLZ	CON	CUR	PET	DTH
●	●	●	●	⊙

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
26	1980	116	123	255	255
50	2585	200	196	255	255
75	3216	289	273	255	255
MAX	3821	374	346	255	255
GRADE	A	A	B	B	B

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Fly Swatter	None	Medium
Volty	Junk Trap	None	—

ARC	KNOCK BACK	POWER	EFFECT
90	0.5	1	—
—	0.5	7.0	Knock Down

THOUGHT PROCESS
STANDARD > STANDARD > STANDARD

SKILL
SAVE VOLTY ★ ★ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
21	AN ECCENTRIC VISITOR

DIRECTIONS

1. Talk to him when you have a Tsuchinoko Dumpling [pgXX] and agree to give it to him.

SCHEDULE

TIME	LOCATION	TIME	LOCATION	TIME	LOCATION
0:00	Dorse Region (6)	4:25	Shangri La (4)	8:45	Shangri La (1)
2:10	Shangri La (4)	4:45	Shangri La (3)	17:20	Shangri La (4)
2:40	Shangri La (1)	8:30	Shangri La (4)	17:50	Dorse Region (6)



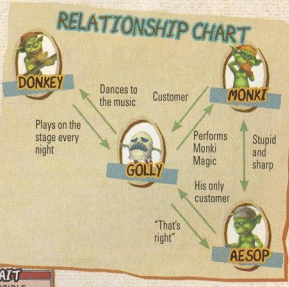
Golly ♂

GREEN GOBLIN

One of the three masked green goblins. He hangs out with Donkey and is often seen dancing while Donkey plays his music. He doesn't really know how to dance, though, and ends up looking... awkward. He's something of a mystery; no one knows what he is really like.

EXP	DAGOL	DROP	ENCOUNTER
61	14	HERB EXTRACT	GOLLY

RELATIONSHIP CHART



CHARACTER DATA

Tamtam Slingshot
Element Earth

Goblin Suit
Element None

Skill Upper
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	✖	✖	✖	✖

BLZ	CON	CUR	PET	DTH
✖	✖	✖	✖	●

LV	HP	ATK	DEF	EVA	LCK
6	111	45	47	96	52
25	471	85	94	152	81
50	945	139	157	227	121
75	1419	193	219	302	160
MAX	1874	245	279	374	198
GRADE	E	E	D	S	C

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Tackle Move	None	Short
Attack	Slingshot	Earth	Long

ARC	KNOCK BACK	POWER	EFFECT
60	1	1	—
0	0.5	1	—

THOUGHT PROCESS
BRAVE > BRAVE > BRAVE

SKILL
COMPLETE DEFENSE ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	AN ECCENTRIC VISITOR

DIRECTIONS

1. Talk to him with Donkey in your party.

SCHEDULE

TIME	LOCATION	TIME	LOCATION
0:00	Dorse Region (6)	17:00	Waits for Donkey's performance
5:00	Waits for Monki and Aesop's act	19:00	Dances to Donkey's performance



Gonn ♂

GREEN GOBLIN

Gonn is a green goblin slacker. He is often found playing with strange objects in the vicinity of the village. No one ever knows what he is up to. He is sometimes seen talking to travelers on the road, but he never ends up saying very much.

EXP	DAGOL	DROP	ENCOUNTER
274	30	STARTLE POWDER	GONN

RELATIONSHIP CHART



CHARACTER DATA

Bronze Crusher
Element Earth

Goblin Suit
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	●

LV	HP	ATK	DEF	EVA	LCK
14	187	69	79	69	58
25	490	95	108	96	78
50	1180	154	174	157	126
75	1870	213	240	218	174
MAX	2533	269	303	277	220
GRADE	D	D	C	B	B

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Cross Strike	Earth	Long
Attack	Sweep Thrust	Earth	Long

ARC	KNOCK BACK	POWER	EFFECT
90	1	1	—
200	1	0.8	—

THOUGHT PROCESS
TIMID > TIMID > TIMID

SKILL
BERSERKER ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

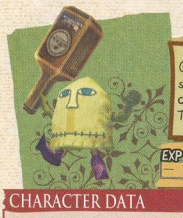
LEVEL	TIMING
9	AN ECCENTRIC VISITOR

DIRECTIONS

❶ Talk to him five times in one day.

SCHEDULE

TIME	LOCATION
0:00	Dorse Region (1); on top of the cliff
4:45	Heads for the front of the rock wall
5:30	Stands in front of the rock wall
17:00	Heads for the top of the cliff
17:30	Sits on the chair on top of the cliff



Goo ♂

GREEN GOBLIN

Goo is a green goblin slacker. He must smell attractive to animals or something, because whenever he leaves the village wild animals chase him constantly. His adorable, child-like presence makes people feel comfortable. The mischief he gets up to is only harmless child's play. He likes shiny objects.

EXP	DAGOL	DROP	ENCOUNTER
—	—	—	—

RELATIONSHIP CHART



CHARACTER DATA

Tamtam Slingshot
Element Earth

Goblin Suit
Element None

Skill Upper
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	●

LV	HP	ATK	DEF	EVA	LCK
4	110	33	31	20	77
25	496	80	85	87	103
50	957	136	150	168	135
75	1417	192	215	249	167
MAX	1860	245	277	327	198
GRADE	E	E	D	A	C

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Tackle Move	None	Short
Attack	Slingshot	Earth	Long

ARC	KNOCK BACK	POWER	EFFECT
60	1	1	—
0	0.5	1	—

THOUGHT PROCESS
BRAVE > BRAVE > BRAVE

SKILL
SHARP EDGE ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	AN ECCENTRIC VISITOR

DIRECTIONS

❶ Talk to him when you have an Empty Bottle.
❷ Agree to give it to him.

SCHEDULE

TIME	LOCATION
All Day	Shangri La (4)



Grigory ♂

DWARF

Grigory is the Dwarf village liquor store owner. Wanting to introduce his favorite drinks to his fellow dwarves, he opened a liquor shop. Surrounded by booze he is lively and easy to talk to, but when there are no drinks to be had, he becomes very withdrawn. He loves drinking even more than eating good meals and doubts he could live without his booze.

EXP	DAGOL	DROP	ENCOUNTER
101	40	HERB EXTRACT	GRIGORY

RELATIONSHIP CHART



CHARACTER DATA

Bottle
Element Earth

Bottle
Element None

Cloth Apron
Element Earth

THOUGHT PROCESS
STANDARD > STANDARD > STANDARD

SKILL
PREVENT POISON ★ ☆ ☆ ☆ ☆

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

LV	HP	ATK	DEF	EVA	LCK
8	363	59	66	18	20
25	1158	115	123	45	45
50	2328	197	208	85	83
75	3498	280	292	125	120
MAX	4621	359	374	164	156
GRADE	A	B	A	E	E

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Bottle Smash		None	Short	40	0.5	0.7	—
Attack	Bottle Thrust		None	Short	40	0.5	1.2	—
Attack	Alcohol Breath	❶–❷	None	Short	90	0.5	0.1	Blind 2.0
Restore	Have a Drink		—	—	—	—	—	Restores 30% of Grigory's Max HP

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
3	REUNITING WITH PARSEC

DIRECTIONS

❶ Talk to Grigory

SCHEDULE (BEFORE VIOLATION)

TIME	LOCATION	TIME	LOCATION
0:00	Dawnbay Diner	7:00	Vashtel Liquor Store
1:30	Earth Valley	19:20	Earth Valley
1:55	Vashtel Liquor Store	19:45	Vashtel Liquor Store
2:20	Vashtel Liquor Store; Back Room		

SCHEDULE (AFTER FORT HELENCIA)

TIME	LOCATION
All Day	Fort Helencia Entrance (outside)



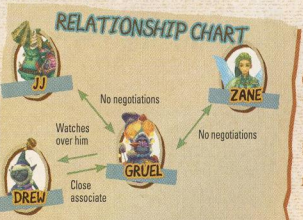
Gruel ♂

BLACK GOBLIN

The black goblin leader. Calm and collected, he is the picture of a mature adult. As a leader, he doesn't do much besides keeping his eye on the other goblins. He has few contracts with the other races, but this isn't because he dislikes them in particular. He just likes to keep things simple.

EXP	DAGOL	DROP	ENCOUNTER
1200	16	MAGIC MIRROR, LUCK BERRY	GRUEL

RELATIONSHIP CHART



CHARACTER DATA

Toadstool Bazooka
Element Earth

Big Toadstool Suit
Element None

THOUGHT PROCESS
STANDARD > STANDARD > STANDARD

SKILL
FULL POWER ★ ★ ★ ☆ ☆

RESISTANCES

POI	PAR	BLD	BND	FRZ
⊙	⊙	⊙	⊙	⊙
BLZ	**CON**	**CUR**	**PET**	**DTH**
⊙	⊙	⊙	⊙	⊙

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
31	3200	232	203	92	328
50	3858	281	257	122	355
75	4723	347	329	162	390
MAX	5555	410	398	200	425
GRADE	A	A	A	C	S

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Toadstool Blast		Earth	Long	0	1.3	1.5	Knock Back
Attack	Luring Larvae		Earth	Medium	40	0.5	0.8	Confuse (2.0)
Other	Toadstool Heal		—	—	—	—	—	Restore 30% of Gruel's Max HP
Volty	Bazooka Wolf	❶–❹	None	—	—	1.3	0.4	—
		❺	None	—	—	1.3	3	Knock Back

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
26	BEFORE THE STORM

DIRECTIONS

❶ Talk to him after recruiting all the Black Goblins.

BLACK GOBLINS

NAME	PAGE	NAME	PAGE	NAME	PAGE	NAME	PAGE	NAME	PAGE
Bosso	[pg88]	Doppio	[pg92]	Giovanni	[pg98]	Marco	[pg105]	Polpo	[pg111]
Danny	[pg90]	Drew	[pg93]	Jan	[pg102]	Niko	[pg109]	Ricky	[pg111]
Dominic	[pg91]	Georgio	[pg97]	Luka	[pg105]	Pietro	[pg110]	Sonny	[pg115]

GRUEL (CONT.)

SCHEDULE

TIME	LOCATION
All Day	Goblin Haven (1)



HYANN ♂

DARK ELF

A dark elf who loves to gamble, sing, dance and have a good time. If he hears of a new kind of entertainment, he will travel even to the human villages to find out about it. His one and only policy is to have fun: he always makes sure he enjoys himself to the max.

EXP	DAGOL	DROP	ENCOUNTER
350	18	HERB EXTRACT	HYANN

RELATIONSHIP CHART



CHARACTER DATA



Leaf Clothes
Element None



Lucky Charm
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
16	329	85	90	55	66
25	640	112	117	72	77
50	1505	190	194	119	108
75	2370	268	271	167	139
MAX	3200	342	345	213	168
GRADE	B	B	B	C	D

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACK UP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Fireball	Fire	Long
Attack	Lightning Bolt	Wind	Long

ARC	KNOCK BACK	POWER	EFFECT
0	0.5	1.3	Blaze 1.0
0	1	1.6	Knock Back

THOUGHT PROCESS	SKILL
PASSIVE > BRAVE > BRAVE	WIND DEFENSE ★ ★ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
11	CROCOGATOR MISSION—BRIEFING

DIRECTIONS

1. Talk to Hyann between 8:00 and 12:55 in the Forest Metropolis 1st Floor (2).
2. Play dice with him and win four in a row, succeeding in the 10,000 Dagol bet.
3. Betting starts off at 10 and increases when correct. At that point, the betting increases to 100, then 1,000, and finally 10,000 Dagol.
4. After the fourth round, Hyann returns the Dagols and indicates that he can't fund your winnings. Allow him to join your party in payment.

SCHEDULE

TIME	LOCATION
0:00	Room (5)
7:15	Forest Metropolis 2nd Floor (2)
7:45	Forest Metropolis 1st Floor (2)
20:30	Forest Metropolis 2nd Floor (2)
20:50	Room (5)

NON-HUMANS



JAN ♂

BLACK GOBLIN

A black goblin toadstool grower. He realized that if he grew toadstools, he wouldn't have to leave the village to look for them. However, he hasn't quite perfected the art yet. The only toadstools he manages to produce are strange new mutant hybrids.

EXP	DAGOL	DROP	ENCOUNTER
480	14	TOADSTOOL POWDER	JAN

RELATIONSHIP CHART



CHARACTER DATA



Toadstool Axe
Element Earth



Toadstool Suit
Element Earth

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
19	286	96	88	50	90
25	516	111	107	67	105
50	1476	177	190	139	167
75	2436	243	272	211	230
MAX	3358	307	351	281	290
GRADE	B	C	B	A	A

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACK UP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Downward Thrust	Earth	Short
Attack	Rotating Spin	Earth	Short
Attack	Annoying Laugh	—	—

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1	Poison 1.0
120	1	0.7	Poison 1.0
—	—	—	—

THOUGHT PROCESS	SKILL
BRAVE > BRAVE > BRAVE	BERSERKER ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
14	GOBLIN HAVEN

DIRECTIONS

1. Talk to him and answer his question.
2. Defeat him in a duel.

SCHEDULE

TIME	LOCATION
All Day	Goblin Haven (1)



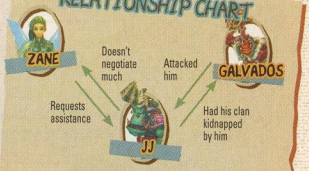
JJ ♂

GREEN ORC

Leader of the green orcs. The green orcs used to make their home in Borgandiazo before they got kicked out by the blood orcs. They no longer have their own homeland, and live scattered throughout the world.

EXP	DAGOL	DROP	ENCOUNTER
2550	985	HERB EXTRACT DX, LIFE BERRY	JJ

RELATIONSHIP CHART



CHARACTER DATA

Guiron Tree
Element None

Shoulder Pads
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	●	●	●	●
BLZ	**CON**	**CUR**	**PET**	**DTH**
●	●	●	⊙	⊙

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
46	2820	243	192	148	154
50	3106	257	205	158	161
75	4899	345	288	226	209
MAX	6619	430	369	290	255
GRADE	A	A	A	A	B

THOUGHT PROCESS
STANDARD > STANDARD > BRAVE

SKILL
COLOSSAL POWER ★ ★ ★ ☆ ☆

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	JJ Blow		None	Long	40	0.5	1.5	—
Attack	JJ Buster		None	Long	200	1.3	1	Knock Back
Attack	JJ Shout	❶–❺	None	Long	0	1	0.2	Knock Back
Volty	Madness Carnival	❶–❼	None	—	—	1.3	0.2	—
		❽	None	—	—	1.3	2.0	Knock Back

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	BEFORE THE STORM

DIRECTIONS

❶ Complete Negotiating with the Orcs.

RECRUITMENT SCHEDULE

TIME	LOCATION
All Day	Elf Region

NORMAL SCHEDULE

TIME	LOCATION
All Day	Fort Helencia Entrance



KEANE ♀

LIGHT ELF

Keane is the light elf owner of the accessory store in the light elf village. She opened her store to advertise the excellent quality of elf-made items. Though she feels that elves are superior, she harbors no particular prejudices toward other races. She is always happy to get her customers' opinions to improve her shop and its merchandise.

EXP	DAGOL	DROP	ENCOUNTER
434	231	HOLY WATER	KEANE

RELATIONSHIP CHART



CHARACTER DATA

Grass Clothes
Element Wind

RESISTANCES

POI	PAR	BLD	BND	FRZ
⊙	✖	✖	✖	⊙
BLZ	**CON**	**CUR**	**PET**	**DTH**
⊙	⊙	✖	✖	●

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

LV	HP	ATK	DEF	EVA	LCK
18	364	90	93	67	65
25	578	109	111	86	75
50	1346	177	178	154	112
75	2113	245	245	223	148
MAX	2850	310	309	289	183
GRADE	C	C	C	A	D

THOUGHT PROCESS
PASSIVE > PASSIVE > PASSIVE

SKILL
PREVENT BIND ★ ☆ ☆ ☆ ☆

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Restore	Forest Drop		—	—	—	—	—	Restores 20% of Target's Max HP
Attack	Leaf Barrier	❶–❷	Wind	Short	360	1.5	0.9	—
Attack	Light Bow		None	Long	0	1.5	1.4	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
13	REUNITING WITH PARSEC

DIRECTIONS

❶ Spend 10,000 Dagols at Keane's Accessory Store.

❷ Talk to Keane.

SCHEDULE

TIME	LOCATION
0:00	Flying in Cuatour Region (2)
4:00	Fort Helencia Courtyard
4:10	Fort Helencia Accessories
22:10	Fort Helencia Courtyard
22:20	Flying in Cuatour Region (2)



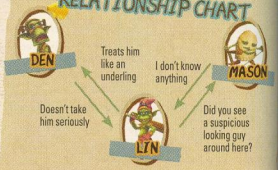
LIN ♂

GREEN GOBLIN

Lin is a self-proclaimed leader of the green goblins. He's convinced that he's better than the rest of the world, and everyone in it should follow his lead. The other goblins naturally avoid him. Highly delusional, he believes he is always right. He's very self-centered.

EXP	DAGOL	DROP	ENCOUNTER
684	50	MUD POWDER	LIN

RELATIONSHIP CHART



CHARACTER DATA

Oak Club	
Element	None
Goblin Suit	
Element	None
Power Bangle	
Reference	[pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	●

LV	HP	ATK	DEF	EVA	LCK
23	341	87	91	103	72
25	397	92	98	107	75
50	1102	155	192	166	122
75	1807	219	286	226	168
MAX	2484	280	376	283	213
GRADE	D	D	A	A	C

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Club Strike	None	Medium
Attack	Pouch Pitch	None	Long

ARC	KNOCK BACK	POWER	EFFECT
90	0.5	1	—
0	0.5	0.5	Confuse 2.0

THOUGHT PROCESS	SKILL
TIMID > TIMID > TIMID	PREVENT STEAL ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
18	AN ECCENTRIC VISITOR

DIRECTIONS

1. Talk to him.
2. Choose "Handsome," "Responsible," and "Sergeant Lin."

SCHEDULE

TIME	LOCATION
0:00	Shangri La (2)
9:00	Shangri La (4)
11:50	Shangri La (2)



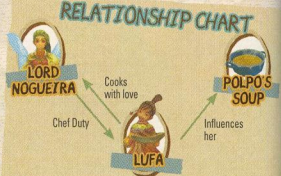
LUFA ♀

DARK ELF

Lufa is the dark elf cook. The elder placed her in charge of meals for the dark elf village. Instead of normal dishes, she insists on making original recipes, most of which turn out to be inedible because she does not bother to taste-test them when she's cooking. She is always looking to try out new recipes.

EXP	DAGOL	DROP	ENCOUNTER
684	262	HERB EXTRACT	LUFA

RELATIONSHIP CHART



CHARACTER DATA

Leaf Clothes	
Element	None
Pluto's Trophy	
Reference	[pg288]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
23	447	109	110	70	53
25	515	114	117	73	55
50	1373	188	205	123	90
75	2231	262	293	172	124
MAX	3054	333	377	220	157
GRADE	B	B	A	C	E

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Fireball	Fire	Long
Restore	Healing	—	—

ARC	KNOCK BACK	POWER	EFFECT
0	0.5	1.3	Blaze 1.0
—	—	—	Restores 20% of Target's Max HP

THOUGHT PROCESS	SKILL
PASSIVE > BRAVE > BRAVE	WIND DEFENSE ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
18	DEFEATING GAWAIN

Lufa is available after the Friend Tutorial, when Polpo's Soup is carried over from a previous game.

DIRECTIONS

1. Talk to her to find out that she wants to taste Black Goblin soup.
2. Talk to her again when you have Polpo's Soup.
3. Agree to give it to her.

SCHEDULE

TIME	LOCATION
All Day	Forest Metropolis—Kitchen



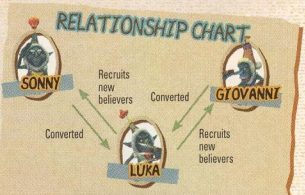
Luka ♂

BLACK GOBLIN

Preacher of the black goblin Cult of Trickery. He believes that he can summon the goblin gods by playing a million pranks. He goes to human villages with members of his sect to cause mischief. A slick talker and charismatic leader, he is attracting more and more supporters to his cult.

EXP	DAGOL	DROP	ENCOUNTER
684	8	TOADSTOOL POWDER	LUKA

RELATIONSHIP CHART



CHARACTER DATA

Chupa Claw
Element None

Chupa Claw
Element None

Toadstool Suit
Element None

THOUGHT PROCESS
TIMID > TIMID > TIMID

SKILL
PREVENT BLIND ★ ★ ☆ ☆ ☆

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	▲	▲	▲	▲
BLZ	**CON**	**CUR**	**PET**	**DTH**
▲	●	▲	▲	▲

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

LV	HP	ATK	DEF	EVA	LCK
23	413	115	55	90	90
25	497	121	61	95	95
50	1554	203	140	165	169
75	2610	284	219	235	243
MAX	3624	362	296	302	313
GRADE	A	B	D	A	A

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Mach Claw	❶~❷	None	Short	40	0.5	0.4	—
Attack	Sunset Kick		None	Short	40	1.3	1	—
Other	Lip Lick		—	—	—	—	—	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
18	DUELING GAWAIN

SUB MISSION
TREASURE OF GOBLIN CEMETERY OR GOBLIN HISTORY

DIRECTIONS

❶ Talk to Luka when you're wearing the Recruitment Suit.

SCHEDULE

TIME	LOCATION
0:00	Goblin Haven (3)
11:50	Goblin Haven (2)
19:15	Goblin Haven (3)



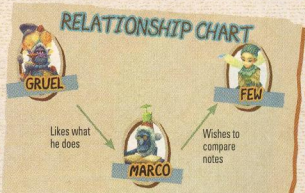
Marco ♂

BLACK GOBLIN

The black goblin scholar. Possessed of a sharp mind, he spends his time studying the character and biology of goblins and producing many essays about his research. He suffers, however, from the knowledge that he has no goblin friends. He hopes to visit an elf or human village some day to share his ideas and compare research.

EXP	DAGOL	DROP	ENCOUNTER
350	56	TOADSTOOL POWDER	MARCO

RELATIONSHIP CHART



CHARACTER DATA

Toadstool Suit
Element None

Protect Shell
Reference [pg287]

THOUGHT PROCESS
TIMID > TIMID > TIMID

SKILL
PREVENT POISON ★ ★ ☆ ☆ ☆

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	▲	▲	▲	▲
BLZ	**CON**	**CUR**	**PET**	**DTH**
▲	●	▲	▲	▲

LV	HP	ATK	DEF	EVA	LCK
16	259	61	79	48	112
25	287	77	109	63	124
50	1498	123	192	105	158
75	2410	169	275	147	192
MAX	3285	212	356	187	224
GRADE	B	E	B	D	B

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Toadstool Throw	Earth	Long
Restore	Toadstool Heal	—	—

ARC	KNOCK BACK	POWER	EFFECT
0	0.5	0.5	Poison 2.0
—	—	—	Restores 20% of Marco's Max HP

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
11	A RUN-IN WITH ELWEN OR GOBLIN HISTORY

DIRECTIONS

❶ Talk to Marco between 22:00 and 6:00 and select "Ignore it," "Save them," and "That person is crazy."

SCHEDULE

TIME	LOCATION
0:00	Sediche Region (5); reading
6:00	Sells books
22:00	Reads a book



Marsha ♀

DARK ELF

Marsha is the owner of the general store in the dark elf village. The little products lined up in her store are things she bought from merchants and travelers. Although she seems to listen to other people's stories, her noncommittal responses suggest she doesn't really pay any attention. She is only nice to others because she wants to be liked.

EXP	DAGOL	DROP	ENCOUNTER
124	281	HEATING TABLET	MARSHA

RELATIONSHIP CHART



CHARACTER DATA

Leaf Clothes
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
9	255	70	69	55	47
25	772	122	116	86	89
50	1581	204	191	136	155
75	2390	287	265	186	221
MAX	3167	366	336	233	285
GRADE	B	B	B	B	A

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Fireball	Fire	Long	0	0.5	1.3	Blaze 1.0
Attack	Lightning Bolt	Wind	Long	0	1	1.6	Bind 1.0

THOUGHT PROCESS
PASSIVE > BRAVE > BRAVE

SKILL
PREVENT BIND ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
4	REUNITING WITH PARSEC

DIRECTIONS

1. Spend 10,000 Dagols at Marsha's Accessory Store.
2. Talk to Marsha.

SCHEDULE (BEFORE VIOLATION)

TIME	LOCATION
0:00	Room 5
1:50	Forest Metopolis 2nd Floor (2)
2:15	Forest Metopolis 1st Floor (2)
21:20	Forest Metopolis 2nd Floor (2)
21:40	Room 5

SCHEDULE (AFTER FORT HELENCIA)

TIME	LOCATION
0:00	Fort Helencia Pharmacy



Martinez ♂

DARK ELF

Band leader of the dark elf village band. The dark elves love music, so it's not surprising that they have formed a band. They have toured the world and have fans in all of the different regions. Martinez has devoted his life to music, and his life revolves around the band.

EXP	DAGOL	DROP	ENCOUNTER
990	262	HERB EXTRACT S	MARTINEZ

RELATIONSHIP CHART



CHARACTER DATA

Leaf Clothes
Element Earth

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
28	608	138	133	55	47
50	1600	216	211	92	86
75	2727	306	301	135	131
MAX	3809	392	387	175	174
GRADE	A	A	A	D	D

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

THOUGHT PROCESS
BRAVE > PASSIVE > PASSIVE

SKILL
WIND DEFENSE ★ ★ ☆ ☆ ☆

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Combo Punch	❶	None	Short	40	0.5	0.8	—
		❷	None	Short	40	0.5	1	—
Attack	High Spin Kick		None	Medium	200	1	1.2	Knock Back
Other	Crescent Kick		None	Short	50	0.5	1.4	—

SCHEDULE

TIME	LOCATION
0:00	Room (3)
16:30	Forest Metropolis 2nd Floor
22:15	Room (3)

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
23	FRIEND TUTORIAL

DIRECTIONS

1. Talk to Martinez and agree to lend him a record.
2. Choose one of the records from the table.
3. Talk to Martinez after waiting at least one day.

RECORD	LOCATION
Radiata Castle 1	Chic Records
Audience Chamber	Chic Records
Conference	Chic Records
Coliseum	Chic Records
The Night Halls	Chic Records
Radiata Castle 2	Chic Records
Warrior's Theme	Chic Records
Preist's Theme	Chic Records
Mage's Theme	Chic Records

RECORD	LOCATION
Bandit's Theme	Chic Records
Solieu Village	Dropped—Adele
Fort Helencia	Chic Records
Jack's Theme	Jack's Place
Ridley's Theme	Ridley's Room
Ridley's Sorrow	Chic Records
Ganz's Theme	Ganz's Room
Opening Theme	Chic Records
Payapaya Dance	Dropped—Pinky



MASON ♂

GREEN GOBLIN

A green goblin who finds amusement in everything. He is always interested in new and strange things. Constantly on the hunt for new friends to play with, he must be perpetually warned not to talk to strangers.

EXP	DAGOL	DROP	ENCOUNTER
19	19	HERB EXTRACT	MASON

RELATIONSHIP CHART



Why? Why?

Don't go off with strangers



CHARACTER DATA



Tamtam Slingshot
Element Earth



Goblin Suit
Element None



Eagle Crest
Reference [pg288]

RESISTANCES

POT	PAR	BLD	BND	FRZ
●	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	●

LV	HP	ATK	DEF	EVA	LCK
3	109	31	29	23	85
25	518	79	85	90	110
50	984	133	150	167	139
75	1450	188	214	244	168
MAX	1897	241	276	318	196
GRADE	E	E	D	A	C

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACK UP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Tackle Move	None	Short
Attack	Slingshot	Earth	Long

ARC	KNOCK BACK	POWER	EFFECT
60	1	1	—
0	0.5	1	—

THOUGHT PROCESS	SKILL
BRAVE > BRAVE > BRAVE	AUTO CURE ★ ☆ ☆ ☆ ☆

SCHEDULE

TIME	LOCATION
All Day	Shangri La (4)

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	AN ECCENTRIC VISITOR

DIRECTIONS

1. Kick Mason three times and answer "Sure" when asked to play a game.
2. Mason has hidden himself. Find and talk to him three times.



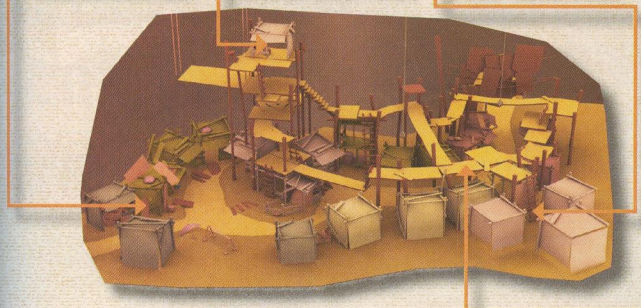
THIRD HIDING PLACE



SECOND HIDING PLACE



FIRST HIDING PLACE







Mikey ♂

DARK ELF

A dark elf who loves to read and spend most of his time with books. He reads about elves and other races and has become very knowledgeable. He particularly likes original works, especially those by human authors. He is pretty laid-back most of the time, but if something catches his interest he can get quite excited.

EXP	DAGOL	DROP	ENCOUNTER
150	198	HERB EXTRACT	MIKEY

RELATIONSHIP CHART



Teaches him how to work in the Brewery

Work in the Brewery together



CHARACTER DATA



Leaf Clothes
Element: None

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

LV	HP	ATK	DEF	EVA	LCK
10	254	66	70	36	29
27*	810	117	125	85	54
50	1563	188	199	152	87
75	2381	264	280	225	124
MAX	3166	337	357	295	160
GRADE	B	B	B	A	D

Mikey is level 27 when he becomes available to recruit.

THOUGHT PROCESS
PASSIVE > BRAVE > BRAVE

SKILL
WIND DEFENSE ★ ☆ ☆ ☆ ☆

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Fireball	Fire	Long
Attack	Lightning Bolt	Wind	Long

ARC	KNOCK BACK	POWER	EFFECT
0	0.5	1.3	Blaze 1.0
0	1	1.6	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING	SUB MISSION
NO LOWER THAN FIVE LEVELS BELOW MIKEY.	GAWAIN'S VISIT TO FORT HELENCIA	ALGANDARS CASTLE

DIRECTIONS

1. Talk to Mikey when he is reading in the Brewery between 22:05 and 1:55.
2. Offer to tell him a story. Do this once a day for a total of three days.

SCHEDULE

TIME	LOCATION
0:00	Brewery
18:15	Forest Metropolis 1st Floor (3)
18:45	Forest Metropolis 1st Floor (2)
21:15	Forest Metropolis 1st Floor (3)
21:45	Brewery



Monki ♂

GREEN GOBLIN

Monki is a green goblin comic. He used to be part of a trio with Gob and Aesop, but they disbanded after a certain incident. Now he is part of the comedy duo "Monki Magic" with Aesop. He plays the fall guy, but most of the time he just spouts random nonsense.

EXP	DAGOL	DROP	ENCOUNTER
44	46	SNOW POWDER	MONKI

RELATIONSHIP CHART



Former leader

Was attacked by him



Former mischief mate

Wants to eat him



Comedic pair



CHARACTER DATA



Spatula
Element: None



Goblin Suit
Element: None

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	●

LV	HP	ATK	DEF	EVA	LCK
5	132	24	27	67	50
26*	663	74	88	115	85
50	1270	132	158	169	126
75	1902	193	231	227	169
MAX	2510	251	301	282	210
GRADE	D	E	C	A	C

Monki is level 26 when he becomes available to recruit.

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Spatula Attack	None	Short
Attack	Pouch Pitch	None	Long

ARC	KNOCK BACK	POWER	EFFECT
90	0.5	1	—
0	0.5	0.5	Confuse 1.2

THOUGHT PROCESS
TIMID > TIMID > TIMID

SKILL
LUCK PLUS ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
24	AN ECCENTRIC VISITOR

DIRECTIONS

1. Encounter Gob, Aesop, and Monki in the Dorse Region (1).
2. Fight and defeat the trio.
3. Select "Let them go."

SCHEDULE

TIME	LOCATION
0:00	Dorse Region (6)
3:30	Waits behind the stage
12:00	On stage with Aesop
17:00	Leaves the stage
20:00	Goes off to practice his act
20:30	Returns to the path



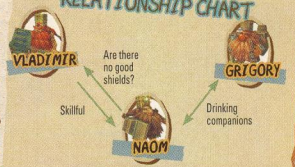
Naom ♂

DWARF

Naom is a dwarf village miner. Every year he hopes to devote some more time to his shield-collecting hobby, but he must take care of the work from the dwarf elder first. Still, he is absorbed in acquiring, caring for and learning about shields. He loves his hobby more than his work, but he is a naturally serious man who hates to cut corners on the job.

EXP	DAGOL	DROP	ENCOUNTER
178	9	HERB EXTRACT	NAOM

RELATIONSHIP CHART



CHARACTER DATA

Shovel Claw — Element: None

Shovel Claw — Element: None

Cloth Apron — Element: Earth

THOUGHT PROCESS: BRAVE > BRAVE > TIMID

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

LV	HP	ATK	DEF	EVA	LCK
11	383	70	76	34	17
25	1062	115	123	54	39
50	2274	195	207	91	78
75	3478	276	291	128	118
MAX	4652	354	371	164	156
GRADE	A	B	A	E	E

SKILL: PREVENT CONFUSE ★ ☆ ☆ ☆ ☆

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Spin Attack	❶-❷	None	Short	360	1.3	0.7	Knock Back
Other	Piercing Thrust		None	Short	40	0.5	1	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
6	REUNITING WITH PARSEC

DIRECTIONS

❶ Talk to Naom.

SCHEDULE (BEFORE VIOLATION)

TIME	LOCATION	TIME	LOCATION
0:00	Dormitory Room 102	14:50	Dwarf Tunnel I (1)
4:20	Dormitory	15:40	Earth Valley
4:40	Earth Valley	17:30	Triston Armory
6:40	Dwarf Tunnel I (1)	21:20	Earth Valley
7:40	Dwarf Tunnel I (3)	21:40	Dormitory
8:25	Dwarf Tunnel I (2)	23:00	Dormitory Room 102
14:00	Dwarf Tunnel I (3)		

SCHEDULE (AFTER FORT HELENCIA)

TIME	LOCATION
All Day	Fort Helencia Passage



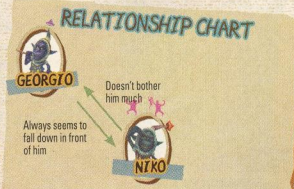
Niko ♂

BLACK GOBLIN

Niko is a black goblin poet. He likes high places so that's where he can always be found, composing new poems while gazing at the scenery. If you didn't know he was in the process of writing, you'd think he was some confused goblin who had lost his way.

EXP	DAGOL	DROP	ENCOUNTER
208	17	TOADSTOOL POWDER	NIKO

RELATIONSHIP CHART



CHARACTER DATA

Toadstool Blade — Element: Earth

Toadstool Suit — Element: None

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	▲	▲	▲	▲
BLZ	**CON**	**CUR**	**PET**	**DTH**
▲	●	▲	▲	▲

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

LV	HP	ATK	DEF	EVA	LCK
12	208	70	68	42	91
25	678	105	105	62	119
50	1584	173	177	102	175
75	2489	241	249	141	230
MAX	3359	307	318	180	283
GRADE	B	C	C	D	A

THOUGHT PROCESS: TIMID > TIMID > TIMID

SKILL: PREVENT BIND ★ ☆ ☆ ☆ ☆

ATTACKS

TYPE	NAME	ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Cross Cut	Earth	Medium	90	1	1.0	Poison 1.0
Attack	Jump Slash	Earth	Medium	40	0.5	1.2	Poison 1.0

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
7	GOBLIN HAVEN

DIRECTIONS

❶ Talk to Niko when he is confused, between 11:05 and 14:00 or 22:05 and 23:00.

SCHEDULE

TIME	LOCATION	TIME	LOCATION	TIME	LOCATION
0:00	Goblin Haven (1)	11:00	Falls off and wakes up	19:00	Goes to sleep on the stairs
2:00	Wakes up	14:00	Goes to sleep on the stairs	22:00	Falls off and wakes up
6:00	Goes to sleep on the stairs	17:00	Wakes up	23:00	Goes to sleep on the stairs



Pietro ♂

BLACK GOBLIN

Captain and self-appointed intellectual leader of the black goblin operations unit. From his position next to the goblin leader, he goes on and on about his theories of the black goblins' racial superiority. No one really listens to him, though.

EXP	DAGOL	DROP	ENCOUNTER
61	59	TOADSTOOL POWDER	PIETRO

RELATIONSHIP CHART



CHARACTER DATA

Toadstool Blade
Element Earth

Toadstool Suit
Element None

Power Bangle
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	▲	▲	▲	▲

BLZ	CON	CUR	PET	DTH
▲	●	▲	▲	▲

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
26	406	124	103	192	228
50	1475	191	184	214	257
75	2588	260	269	237	289
MAX	3658	328	350	260	319
GRADE	A	C	B	B	A

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE	ARC	KNOCKBACK	POWER	EFFECT
Attack	Cross Cut	Earth	Medium	90	1	1.0	Poison 1.0
Attack	Jump Slash	Earth	Medium	40	0.5	1.2	Poison 1.0

THOUGHT PROCESS
TIMID > TIMID > TIMID

SKILL
EARTH DEFENSE ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
21	GOBLIN HAVEN

DIRECTIONS

❶ Talk to him and defeat him three times in a row.

SCHEDULE

TIME	LOCATION
All Day	Goblin Haven (1)



Pitt ♂

LIGHT ELF

Pitt is the youngest of the light elves. He does not know much about the world and harbors no ill will toward any other species. He leads a carefree life, talking to anyone he meets in his wanderings around the village. He is curious, like any child, and finds enjoyment in the simplest of activities.

EXP	DAGOL	DROP	ENCOUNTER
350	224	EYE DROPS	PITT

RELATIONSHIP CHART



CHARACTER DATA

Grass Clothes
Element Wind

Beckoning Cat
Reference [pg288]

RESISTANCES

POI	PAR	BLD	BND	FRZ
⊙	✖	✖	✖	⊙

BLZ	CON	CUR	PET	DTH
⊙	⊙	✖	✖	⊙

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

LV	HP	ATK	DEF	EVA	LCK
16	328	85	90	56	38
28*	722	121	121	80	58
50	1445	189	178	125	95
75	2267	265	243	176	138
MAX	3055	339	305	225	178
GRADE	B	B	C	C	D

Pitt is level 28 when he becomes available to recruit.

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCKBACK	POWER	EFFECT
Restore	Forest Drop		—	—	—	—	—	Restores 20% of Target's Max HP
Attack	Leaf Barrier	❶~❷	Wind	Short	360	1.5	0.9	—
Attack	Light Bow		None	Long	0	0.5	1.4	—

THOUGHT PROCESS
PASSIVE > PASSIVE > PASSIVE

SKILL
WATER DEFENSE ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
—	DEFEATING GAWAIN

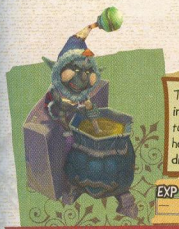
DIRECTIONS

❶ Talk to Pitt.

SCHEDULE

TIME	LOCATION
0:00	City of Flowers Meeting Area
3:10	City of Flowers
4:00	Flying

TIME	LOCATION
10:30	City of Flowers
10:40	City of Flowers Meeting Area



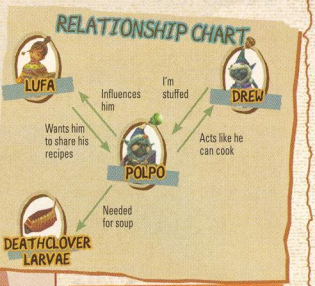
Polpo ♂

BLACK GOBLIN

The black goblin chef. Though a master of flavors, he is completely lacking in aesthetic sense and the food he produces is awful to look at. It does taste wonderful—if only someone could tell him how to make it look edible, he could be hailed as a culinary genius. He is interested in new cuisine and dishes that other folk won't eat.

EXP	DAGOL	DROP	ENCOUNTER
—	—	—	—

RELATIONSHIP CHART



CHARACTER DATA

Toadstool Lance
Element: Earth

Toadstool Suit
Element: None

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	▲	▲	▲	▲
BLZ	**CON**	**CUR**	**PET**	**DTH**
▲	●	▲	▲	▲

LV	HP	ATK	DEF	EVA	LCK
13	207	75	80	42	92
25	642	109	118	63	120
50	1548	180	198	109	178
75	2454	252	278	154	236
MAX	3324	320	356	198	292
GRADE	B	C	B	D	A

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Pike Thrust	Earth	Medium
Attack	Sweep Thrust	Earth	Medium
Other	Annoying Laugh	—	—

ARC	KNOCK BACK	POWER	EFFECT
40	0.5	1	Poison 1.0
200	1	0.8	Poison 1.0
—	—	—	—

THOUGHT PROCESS
BRAVE > BRAVE > TIMID

SKILL
EARTH DEFENSE ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
8	DEFEATING GAWAIN

DIRECTIONS

1. Talk to him between 10:55 and 6:00 to find out that he is in need of three Deathclover Larvae.
2. Collect the three items from the Sediche Region (1), Sediche Region (2), and Sediche Region (3).
3. Return to Polpo and give him the three Deathclover Larvae.

SCHEDULE

TIME	LOCATION
0:00	Goblin Haven (3); cooks soup
6:00	Takes a break
10:55	Cooks soup


Sediche Region (1)


Sediche Region (3)


Sediche Region (4)



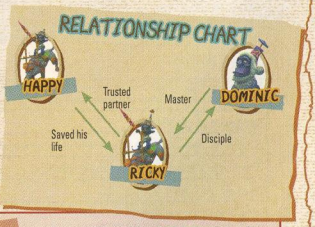
Ricky ♂

BLACK GOBLIN

A black goblin wolfrider who is often found in the company of his beloved wolf, Happy. They say that the pair have been friends since Happy saved Ricky from a vicious matango, but no one knows if that is true or not.

EXP	DAGOL	DROP	ENCOUNTER
924	33	REVIVAL STONE	RICKY

RELATIONSHIP CHART



CHARACTER DATA

Toadstool Lance
Element: Earth

Toadstool Suit
Element: None

Protect Shell
Reference: [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	▲	▲	▲	▲
BLZ	**CON**	**CUR**	**PET**	**DTH**
⊙	⊙	▲	▲	▲

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
27	666	133	116	92	101
50	1599	215	165	157	146
75	2613	304	219	229	195
MAX	3587	389	270	298	242
GRADE	A	A	D	A	B

SKILL
PREVENT CURSE ★ ★ ☆ ☆ ☆

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Wolf Fang		None	Short	40	1	1.1	—
Attack	Combo Thrust	❶	Earth	Short	40	0.6	1	Knocks Upward
		❷	Earth	Medium	40	1.3	1.1	Poison 1.0, Knock Back
Attack	Pike Swing	❶–❷	Earth	Medium	120	1	1.1	Poison 1.0

THOUGHT PROCESS
BRAVE > BRAVE > TIMID

RICKY (CONT.)

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
22	REUNITING WITH PARSEC

DIRECTIONS

1. Talk to Ricky to learn that Happy is missing.
2. Talk to Happy in the Sediche Region (page 172) and agree to give him an Herb Extract.
3. Talk to Ricky.

SCHEDULE (NORMAL SCHEDULE)

TIME	LOCATION
0:00	Sediche Region (3)
2:20	Sediche Region (2)
2:45	Sediche Region (3)
8:20	Sediche Region (2)
8:40	Sediche Region (2)

TIME	LOCATION
9:00	Sediche Region (2)
9:45	Sediche Region (3)
16:20	Sediche Region (2)
16:45	Sediche Region (3)

SCHEDULE (WHEN RECRUITMENT IS POSSIBLE)

TIME	LOCATION
0:00	Sediche Region (3)



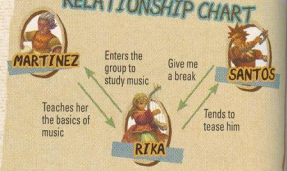
RIKA

DARK ELF ♀

Rika is a member of the dark elf band. She was originally a biological researcher, but after discovering the effect music has on living things, she joined the band. She has learned that some music has a soothing effect, and is now trying to use it to rid the world of war. She is very quiet and usually keeps to herself.

EXP	DAGOL	DROP	ENCOUNTER
480	146	MINT DROP	RIKA

RELATIONSHIP CHART



CHARACTER DATA

Leaf Clothes
Element None

Toughness Bangle
Reference [pg287]

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
19	367	97	91	68	48
25	580	115	111	78	55
50	1472	191	198	124	87
75	2364	267	285	169	120
MAX	3219	339	368	213	151
GRADE	B	B	A	C	E

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE RATT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Fireball	Fire	Long
Restore	Healing	—	—

ARC	KNOCK BACK	POWER	EFFECT
0	0.5	1.3	Blaze 1.0
—	—	—	Restores 20% of Target's Max HP

THOUGHT PROCESS
PASSIVE > BRAVE> BRAVE

SKILL
STATUS CURE ★ ☆ ☆ ☆ ☆

SCHEDULE

TIME	LOCATION
0:00	Room (3)
16:30	Forest Metropolis 2nd Floor (2)
22:30	Room (3)

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
14	FRIEND TUTORIAL

DIRECTIONS

1. Talk to Rika in Room (3). Take her Quiz and answer three consecutive questions correctly. Rika's quiz is only available once per day.

RIKA'S QUIZ

LEVEL	TIMING
Of what animal hair is a violin bow made of?	Horse
What does ♩ signify?	Eighth
What is the name of the famous green goblin guitarist?	Donkey
What is the name of the music-loving light elf?	Pitt
What does # mean?	Half a note higher
What is the name of the famous dark elf percussionist?	Martinez

LEVEL	TIMING
What is the note that is half the length of a whole note?	Half note
How many white keys are there in an octave on a keyboard instrument?	7
How many strings does a guitar have?	6
Which music is done in triple time?	Nocturne
What is the meaning of Allegro?	Faster



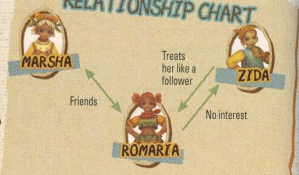
ROMARIA

DARK ELF ♀

A dark elf who likes to think of herself as a freedom fighter when she storms in to rescue people in trouble. Her mission in life is to rid the world of evil, although her sense of who is bad and who is good depends upon whether she likes a person or not, rather than universal principles of right or wrong. She is a real nuisance to the people around her.

EXP	DAGOL	DROP	ENCOUNTER
311	256	BELL AMULET	ROMARIA

RELATIONSHIP CHART



NON-HUMANS

Romaria (cont.)

Character Data

Leaf Clothes
Element: None

Thought Process: Passive > Brave > Brave

Skill: Wind Defense ★☆☆☆☆

Resistances

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Bait
Possible	Can't Enact	Possible	Possible
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
Possible	Possible	Possible	Can't Enact

LV	HP	ATK	DEF	EVA	LCK
15	305	91	87	67	53
25	623	123	118	87	68
50	1420	203	198	137	108
75	2217	284	277	188	148
MAX	2982	362	354	236	187
GRADE	C	B	B	B	D

Attacks

Type	Name		Element	Range	Arc	Knock Back	Power	Effect
Attack	Fireball	❸	Fire	Long	0	0.5	1.3	Blaze 1.0
Restore	High Healing		—	—	—	—	—	Restores 20% of Target's Max HP. Cures All Party Afflictions.

Gathering Friends

Requirements

Level	Timing
10	Friend Tutorial

Directions

❶ Defeat Romaria in a Kicking Duel.

Schedule

Time	Location
0:00	Room (5)
3:10	Forest Metropolis 2nd Floor (2)
3:25	Forest Metropolis 1st Floor (2)
3:50	Forest Metropolis 1st Floor (1)
4:20	Nowem Region (5)
20:15	Forest Metropolis 1st Floor (1)
20:45	Forest Metropolis 1st Floor (2)
21:00	Forest Metropolis 2nd Floor (2)
21:20	Room (5)



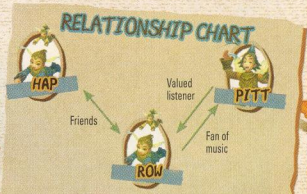
Row ♀

Light Elf

Row is a light elf who likes to collect beautiful things and is always quick to find out if visitors have such objects. If they do, she is very good at cheating them out of their possessions. When she finds a treasure more beautiful than her own, she quickly becomes obsessed with making it her own.

EXP	DAGOL	Drop	Encounter
1058	294	Bell Amulet	Row

Relationship Chart



Character Data

Grass Clothes
Element: Wind

Thought Process: Passive > Passive > Passive

Skill: Water Defense ★☆☆☆☆

Resistances

POI	PAR	BLD	BND	FRZ
⊙	✖	✖	✖	⊙
BLZ	**CON**	**CUR**	**PET**	**DTH**
⊙	⊙	✖	✖	●

Willingness to Accept Orders

Attack Enemy	Cure Friend	Backup	Be Bait
Possible	Can't Enact	Possible	Impossible
Back Away	**Play Dead**	**Go Nuts**	**Use Volty**
Possible	Possible	Possible	Can't Enact

LV	HP	ATK	DEF	EVA	LCK
—	—	—	—	—	—
29	577	130	125	110	41
50	1296	187	176	146	84
75	2154	256	238	190	135
MAX	2976	322	298	233	185
GRADE	C	C	D	B	D

Attacks

Type	Name		Element	Range	Arc	Knock Back	Power	Effect
Attack	Earth Needles		None	Long	0	0.5	1.3	Ignores Guard, Knocks Upward
Attack	Leaf Barrier	❶-❷	None	Short	360	1.5	0.9	—
Attack	Light Bow		None	Long	0	0.5	1.4	—

Gathering Friends

Requirements

Level	Timing
24	Defeating Gawain

Directions

❶ Talk to him to learn that he wants the Rainbow Crystal. ❷ Retrieve the Rainbow Crystal from the Dorse Region (5). ❸ Talk to Row and give him the Rainbow Crystal.

Schedule

Time	Location
0:00	Flying
5:00	City of Flowers
9:45	Elder's Residence
15:15	City of Flowers
16:40	City of Flowers Meeting Area
19:15	City of Flowers
20:00	Flying



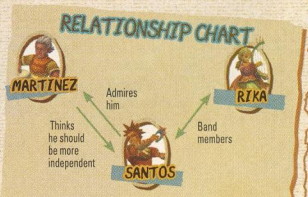
Santos ♂

Dark Elf

Santos is a member of the dark elf band. He joined because of his admiration for Martinez. He has learned a lot since joining and is now a fabulous musician. Martinez wants him to go solo, but Santos does not feel he is ready. He spends his time combining different sounds and creating new music.

EXP	DAGOL	Drop	Encounter
528	223	Herb Extract	Santos

Relationship Chart



SANTOS (CONT.)

CHARACTER DATA

Leaf Clothes
Element None

RESISTANCES

POT	PAR	BLD	BND	FRZ
×	×	×	×	×
BLZ	**CON**	**CUR**	**PET**	**DTH**
×	×	×	×	×

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLT Y**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

LV	HP	ATK	DEF	EVA	LCK
20	408	102	105	59	74
25	620	119	122	67	81
50	1680	206	209	108	120
75	2740	293	296	149	158
MAX	3758	376	379	188	195
GRADE	A	A	A	D	C

THOUGHT PROCESS
BRAVE > PASSIVE > PASSIVE

SKILL
FIGHTING SPIRIT ★ ☆ ☆ ☆ ☆

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Combo Punch	❶	None	Short	40	0.5	0.8	—
		❷	None	Short	40	0.5	1	—
Attack	High Spin Kick		None	Medium	200	1	1.2	Knock Back
Attack	Crescent Kick		None	Short	50	0.5	1.4	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
15	FRIEND TUTORIAL

DIRECTIONS

❶ Talk to him when Martinez and Rika are in your party.

SCHEDULE

TIME	LOCATION	TIME	LOCATION
0:00	Room (3)	9:45	Room (3)
3:15	Forest Metropolis 2nd Floor (2)	16:15	Forest Metropolis 2nd Floor (2)
3:40	Forest Metropolis 1st Floor (2)	22:20	Room (3)
9:15	Forest Metropolis 2nd Floor (2)		

NON-HUMANS



SERVA ♂

DARK ELF

Funny and talkative, he brightens the mood wherever he is. His schedule consists of working out in the afternoon and drinking at night. He is a little immature for his age, but nobody holds that against him because that's what makes him the humorous, lively elf he is.

EXP	DAGOL	DROP	ENCOUNTER
741	261	HERB EXTRACT S	SERVA

RELATIONSHIP CHART



CHARACTER DATA

Leaf Clothes
Element None

RESISTANCES

POT	PAR	BLD	BND	FRZ
×	×	×	×	×
BLZ	**CON**	**CUR**	**PET**	**DTH**
×	×	×	×	×

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLT Y**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

LV	HP	ATK	DEF	EVA	LCK
24	485	122	114	72	70
27*	619	131	124	76	74
50	1653	205	206	110	106
75	2777	285	294	148	140
MAX	3856	363	379	184	173
GRADE	A	B	A	D	D

Serva is level 27 when he becomes available to recruit.

THOUGHT PROCESS
BRAVE > PASSIVE > PASSIVE

SKILL
MAX HP PLUS ★ ☆ ☆ ☆ ☆

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Combo Punch	❶	None	Short	40	0.5	0.8	—
		❷	None	Short	40	0.5	1	—
Attack	High Spin Kick		None	Medium	200	1	1.2	Knock Back
Attack	Crescent Kick		None	Short	50	0.5	1.4	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
22	REUNITING WITH PARSEC

DIRECTIONS

❶ Talk to Serva when he is training, between 8:45 and 12:00 or 14:00 and 19:00.

❷ Answer "yes" when asked to be his sparring partner, then defeat him. Do this once a day for a total of three days.

SCHEDULE (BEFORE FORT HELENCIA)

TIME	LOCATION	TIME	LOCATION
0:00	Forest Metropolis 1st Floor (2)	11:30	Forest Metropolis 1st Floor (1)
4:00	Forest Metropolis 1st Floor (1)	21:30	Forest Metropolis 1st Floor (2)
4:10	Room (1)		

SCHEDULE (AFTER FORT HELENCIA)

TIME	LOCATION	TIME	LOCATION
0:00	Fort Helencia Entrance	19:50	Fort Helencia Anteroom
8:15	Fort Helencia Entrance (Outside)	23:15	Fort Helencia Courtyard
19:25	Fort Helencia Entrance	23:30	Fort Helencia Entrance
19:35	Fort Helencia Courtyard		



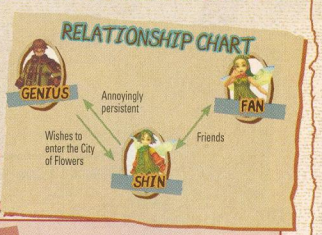
Shin ♂

LIGHT ELF

Shin is a light elf who is kind and warm-hearted to everyone except humans, whom he cannot stand. He tries to avoid all contact with them. Some say that he became this way because of a certain incident that occurred when he visited a human village.

EXP	DAGOL	DROP	ENCOUNTER
274	136	COOLING SPRAY	SHIN

RELATIONSHIP CHART



CHARACTER DATA

Grass Clothes
Element: Wind

RESISTANCES

POI	PAR	BLD	BND	FRZ
⊙	✖	✖	✖	⊙

BLZ	CON	CUR	PET	DTH
⊙	⊙	✖	✖	●

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	IMPOSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

LV	HP	ATK	DEF	EVA	LCK
14	296	78	81	56	43
25	631	110	107	87	61
50	1392	183	169	158	102
75	2153	257	230	228	144
MAX	2885	327	289	296	183
GRADE	C	C	D	A	D

THOUGHT PROCESS
PASSIVE > PASSIVE > PASSIVE

SKILL
EARTH DEFENSE ★ ☆ ☆ ☆ ☆

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Restore	Forest Drop		—	—	—	—	—	Restores 20% of Target's Max HP
Attack	Leaf Barrier	❶~❷	Wind	Short	360	1.5	0.9	—
Attack	Light Bow		None	Long	0	0.5	1.4	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
9	DEFEATING GAWAIN

DIRECTIONS

❶ Talk to Shin and fight him. Do this once a day for a total of four times.

SCHEDULE

TIME	LOCATION	TIME	LOCATION
0:00	Flying	12:15	City of Flowers
5:00	Private House (1)	14:45	Private House (1)
5:30	City of Flowers	18:30	City of Flowers
9:30	Private House (1)	22:30	Private House (1)



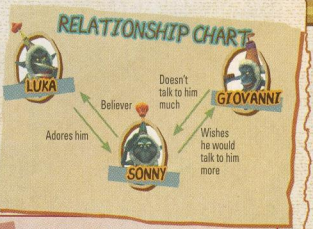
Sonny ♂

BLACK GOBLIN

Sonny is an adherent of the black goblin Cult of Trickery. His love of mischief made him a natural convert. He works directly for Luka, playing pranks on the humans. He loves his job and cackles with delight whenever he sees someone else in trouble.

EXP	DAGOL	DROP	ENCOUNTER
528	7	TOADSTOOL POWDER	SONNY

RELATIONSHIP CHART



CHARACTER DATA

Chupa Claw
Element: None

Chupa Claw
Element: None

Toadstool Suit
Element: None

RESISTANCES

POI	PAR	BLD	BND	FRZ
●	▲	▲	▲	▲

BLZ	CON	CUR	PET	DTH
▲	●	▲	▲	▲

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	CAN'T ENACT	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

LV	HP	ATK	DEF	EVA	LCK
20	337	102	50	82	84
25	535	117	66	95	96
50	1529	196	147	160	161
75	2523	275	228	226	226
MAX	3478	350	306	288	288
GRADE	B	B	C	A	A

SKILL
PREVENT PARALYZE ★ ☆ ☆ ☆ ☆

THOUGHT PROCESS
TIMID > TIMID > BRAVE

ATTACKS

TYPE	NAME		ELEMENT	RANGE	ARC	KNOCK BACK	POWER	EFFECT
Attack	Mach Claw	❶~❸	None	Short	40	0.5	0.4	—
Attack	Sunset Kick		None	Short	40	1.3	1	—
Other	Lip Lick		—	—	—	—	—	—

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING	SUB MISSION
15	DUELING GAWAIN	TREASURE UP GOBLIN CEMETERY AND GOBLIN HISTORY

DIRECTIONS

❶ Talk to Sonny when wearing the Recruitment Suit.

SCHEDULE

TIME	LOCATION
All Day	Goblin Haven (2)



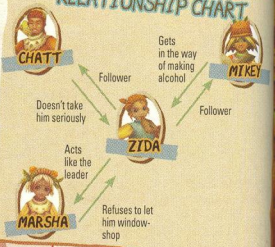
Zida ♂

DARK ELF

Zida is a spoiled young dark elf. Everything he does is motivated by his selfishness. He hates it when others don't let him get his own way, but is intrigued at the same time. If he likes you, he agrees to let you into "his" gang and starts treating you as his own underling.

EXP	DAGOL	DROP	ENCOUNTER
240	312	EYE DROPS	ZIDA

RELATIONSHIP CHART



CHARACTER DATA

Leaf Clothes
Element None

RESISTANCES

POI	PAR	BLD	BND	FRZ
✖	✖	✖	✖	✖
BLZ	**CON**	**CUR**	**PET**	**DTH**
✖	✖	✖	✖	✖

LV	HP	ATK	DEF	EVA	LCK
13	284	78	74	49	53
25	694	114	117	71	67
50	1551	191	207	119	96
75	2407	267	298	166	125
MAX	3229	341	385	211	153
GRADE	B	B	A	C	E

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY	CURE FRIEND	BACKUP	BE BAIT
POSSIBLE	POSSIBLE	POSSIBLE	POSSIBLE
BACK AWAY	**PLAY DEAD**	**GO NUTS**	**USE VOLTY**
POSSIBLE	POSSIBLE	POSSIBLE	CAN'T ENACT

ATTACKS

TYPE	NAME	ELEMENT	RANGE
Attack	Fireball	Fire	Long
Restore	Healing	—	—

ARC	KNOCK BACK	POWER	EFFECT
0	0.5	1.3	Blaze 1.0
—	—	—	Restores 20% of Target's Max HP

THOUGHT PROCESS
PASSIVE > BRAVE > BRAVE

SKILL
FIRE DEFENSE ★ ☆ ☆ ☆ ☆

GATHERING FRIENDS

REQUIREMENTS

LEVEL	TIMING
8	FRIEND TUTORIAL

DIRECTIONS

1. Talk to Zida in the Cellar between 13:45 and 15:55. He asks you to return with a Gobpakken Seed.
2. Talk to him again after obtaining a Gobpakken Seed. He asks you to return with a Blood Orc's Horn.
3. Talk to him again after obtaining a Blood Orc's Horn.

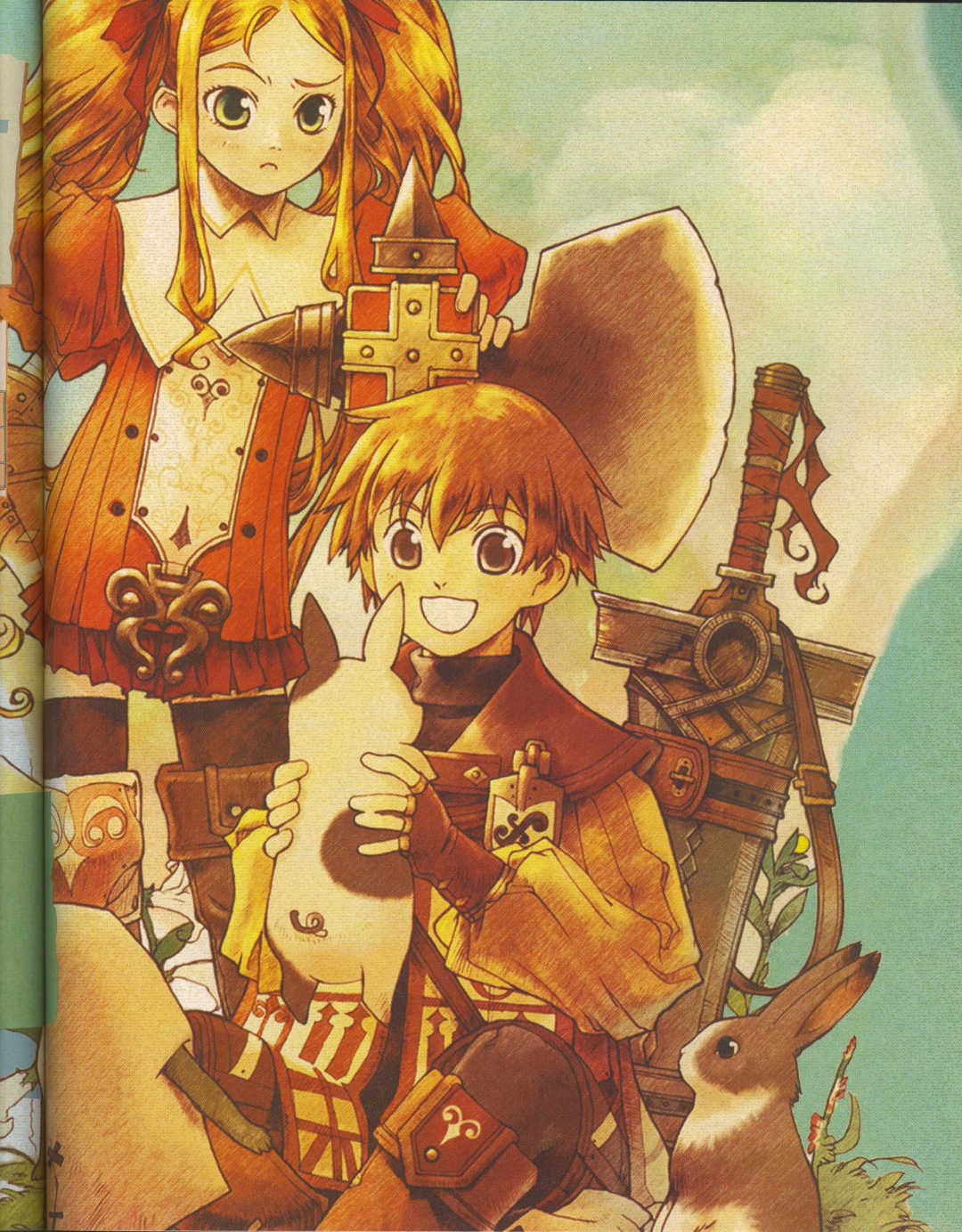
SCHEDULE

TIME	LOCATION
0:00	Room (5)
6:55	Wakes up
9:10	Forest Metropolis 2nd Floor (2)
9:30	Forest Metropolis 1st Floor (2)
10:00	Forest Metropolis 1st Floor (3)

TIME	LOCATION
10:30	Brewery
13:15	Forest Metropolis 1st Floor (3)
13:45	Cellar
16:15	Forest Metropolis 1st Floor (3)
16:40	Forest Metropolis 1st Floor (2)

TIME	LOCATION
19:20	Forest Metropolis 2nd Floor (2)
19:40	Room (5)
22:55	Sleeps in bed

WALKTHROUGH



ROYAL KNIGHT BRIGADE

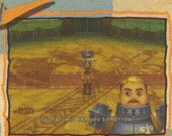


tasks

1. 
Battle Ridley in the coliseum.

2. 
Explore Radiata Castle.

3. 
Join the others in the 3rd floor meeting room.

4. 
Complete Ganz's training.

RADIATA CASTLE SUPPLY STORE

item	rate
Herb Extract	50 Dagols
Cure Drop	70 Dagols
Cure Needle	60 Dagols
Eye Drops	60 Dagols
Mint Drop	50 Dagols
Flee Ball	60 Dagols

THE KNIGHT'S TEST

Jack's adventure begins in the Radiata Castle coliseum during the first round of the selection trial. This is a no-win situation for Jack, as Ridley is far too powerful and Jack has yet to learn how to wield his sword. Have some fun and put up a good fight, but sooner or later Ridley's "Wild Pitch" Volty Blast brings the battle to a close.



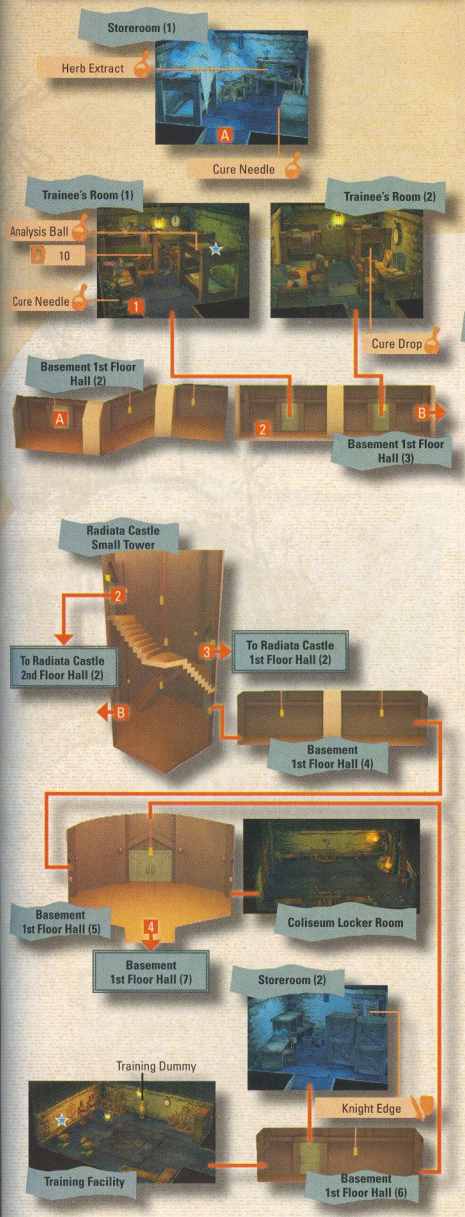


EXPLORING THE CASTLE

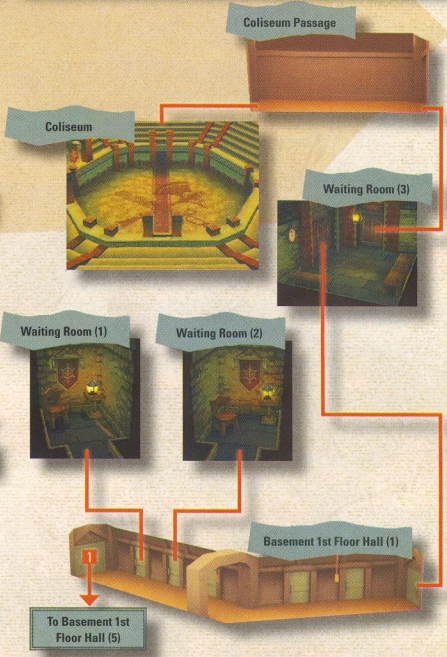
Radiata Castle is huge, but at this point Jack can only explore a few hallways and rooms during his first visit. Use the save point on Jack's bunk before heading out and search the room for items. Some items are often hidden inside objects within the environment. For example, there is an **Analysis Ball** in the bunk in Jack's room. Stand next to the bed and press ⊗ to kick it. This reveals the hidden item and it is added to Jack's inventory for later use. The maps within this book reveal all of the hidden items, but feel free to search for them on your own.



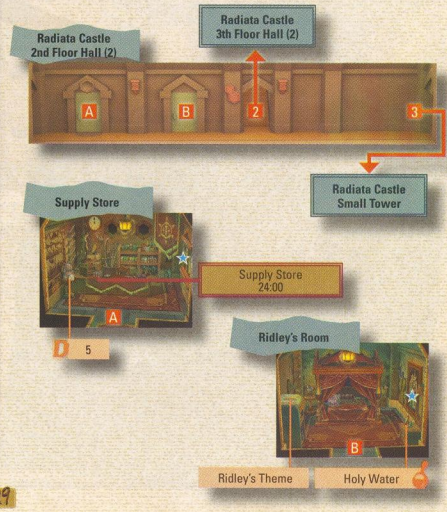
RADIATA CASTLE B1



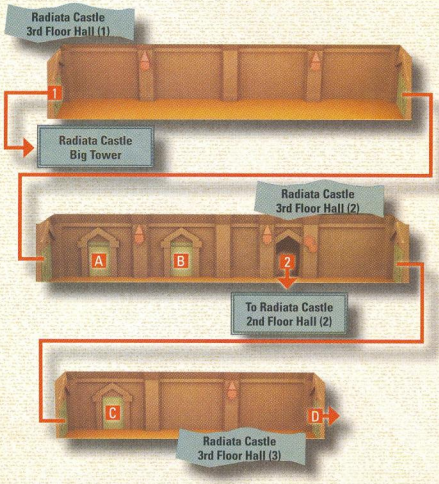
RADIATA CASTLE 1F



RADIATA CASTLE 2F

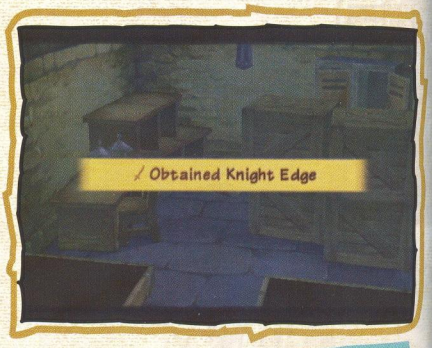


RADIATA CASTLE 3F





Jack must get to the meeting room on the 3rd floor for his inauguration into the Rose Cochon brigade. It's easy enough to find by climbing the stairs to the right of his room, but there's far more to see. Take a moment to explore the areas that aren't blocked off, and make sure to visit Storeroom 2 just south of the Training Facility. Locate the partially concealed locker at the back of the room to find a **Knight Edge** sword. This weapon is a substantial upgrade to the Iron Edge sword that Jack currently wields.



Timeless

Time is standing still for the moment. Thus, the scenery never changes. Later on, however, the castle will be brimming with life as people come and go throughout the day.

A Dagol at a Time



Kick the guard posted outside of Jack's room to receive a single Dagol. Jack can spend all day kicking the guard to build up a small amount of Dagols, but it isn't really worthwhile. It's easier to earn Dagols by fighting the creatures that roam the wilderness and dueling the townsfolk.

TRAINING WITH GANZ

After the brief ceremony, Ganz asks Jack to join him for a bit of training. This is a small tutorial that introduces basic combat and interaction with the world. Take a moment to peruse the available options and select the "quit" option to end the training when satisfied. The brigade's first mission outside of the castle begins immediately.



PROTECTING A DWARF

tasks

1. Meet in front of Radiata Castle.
2. Travel to Earth Valley.
3. Report to Elder Gonovitch.
4. Visit Oleg at Dawnbay Diner.
5. Catch the liquor thieves.
6. Speak with Oleg again.
7. Sleep at the Boulder Frog Inn.
8. Protect the cart.
9. Defeat the goblins.

enemies

BIRDCAGE INSECT

Level	2
HP	41
EXP	6
Element	None
Special	Nothing
Region	Adien & Dova

BUBU

Level	5
HP	130
EXP	29
Element	Earth
Special	Paralyze
Region	Adien & Dova

BURGLAR

Level	4
HP	123
EXP	37
Element	None
Special	Paralyze, Steal
Region	Dova

CARNIVORAT

Level	2
HP	29
EXP	7
Element	None
Special	Nothing
Region	Adien

GIGA ANT

Level	4
HP	46
EXP	17
Element	None
Special	Nothing
Region	Adien & Dova

RIPPLE BAT

Level	4
HP	54
EXP	22
Element	None
Special	Paralyze, Bind
Region	Adien & Dova

ROLLY POLLY

Level	1
HP	35
EXP	5
Element	None
Special	Nothing
Region	Adien

SPRAY SNAKE

Level	5
HP	118
EXP	25
Element	None
Special	Poison, Blind
Region	Dova

TALL BEAST

Level	11
HP	608
EXP	230
Element	Earth
Special	Nothing
Region	Dova

enemy encounters

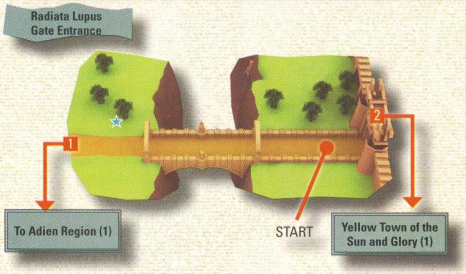
enemy	region	definite enemy	possible enemy	exp	dagols
Birdcage Insect	Adien	Birdcage Insect (x4)	Giga Ant (x1)	24–41	4–8
Carnivorat	Adien	Carnivorat (x3), Giga Ant	Carnivorat, Bitty Ant (x2)	38–53	19–28
Giga Ant	Adien	Giga Ant (x2)	Giga Ant, Bitty Ant, Birdcage Insect	34–61	8–15
Bubu	Adien	Bubu (x2)	Bitty Ant (x2), Birdcage Insect	???	???
Rolly Polly	Adien	Rolly Polly (x3), Bitty Ant	Carnivorat x1, Bitty Ant (x2), Giga Ant (x2)	19–68	8–25
Ripple Bat	Adien	Ripple Bat (x2), Birdcage Insect	Ripple Bat, Giga Ant	50–89	25–41
Spray Snake	Dova	Spray Snake (x2)	Ripple Bat (x2)	50–94	28–52
Tall Beast	Dova	Tall Beast	Bubu, Burglar	230–296	87–320
Burglar	Dova	Burglar (x2)	Burglar (x2)	74–148	26–52
Giga Ant	Dova	Giga Ant (x3)	Bitty Ant (x3)	51–63	12–18
Bubu	Dova	Bubu (x2)	Bubu, Spray Snake	58–112	440–674
Ripple Bat	Dova	Ripple Bat (x3)	Ripple Bat	66–88	36–48

LOUIS STORE
(24 HOURS)

item	rate
Herb Extract	50 Dagols
Cure Drop	70 Dagols
Cure Needle	60 Dagols
Eye Drops	60 Dagols
Mint Drop	50 Dagols
Flee Ball	60 Dagols
Analysis Ball	40 Dagols

Adien-Dova Regions

ADIEN-DOVA REGION 1

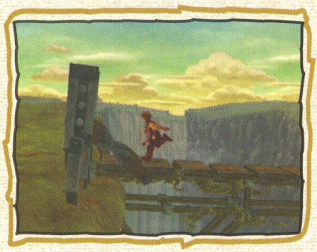


Road to Earth Valley

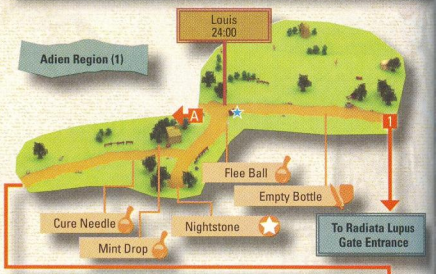


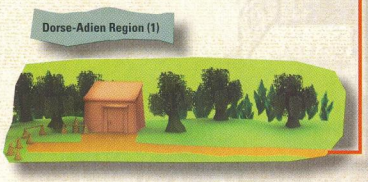
This is the party's first chance to actually fight and earn some experience. There's plenty of road to explore in the Adien Region. Check it out and fight some creatures to strengthen the party and earn some Dagols. Most of the creatures in the Adien Region aren't hostile, but a swift kick will force them into a fight!

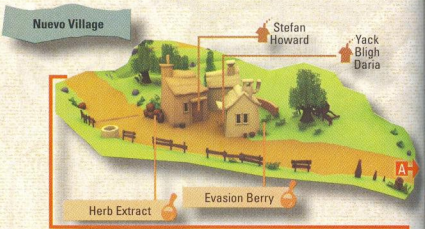
After the party crosses the large bridge into the Dova Region, they won't be able to return to the Adien Region. The creatures in the Dova Region are of a higher level and they are more aggressive. There's plenty of land to explore, but Ganz keeps the party on track and heading in the right direction. Stick around and fight for a while, or hastily pass through the area to reach Earth Valley. Fighting may enable Jack to purchase more equipment in Earth Valley, but it isn't absolutely necessary at this stage.

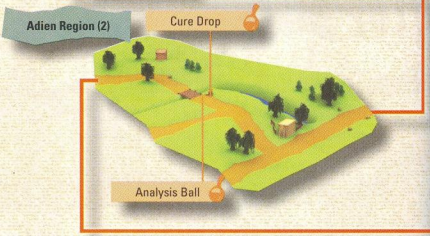


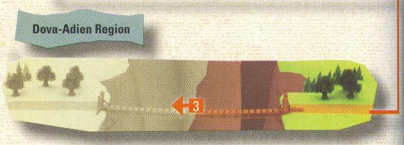
ADIEN-DOVA REGION 2



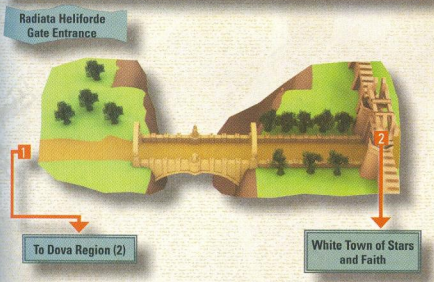








ADIEN-DOVA REGION 3



ADIEN-DOVA REGION 4



Nuevo Village

The road passes through tiny Nuevo Village. This small farming community is home to a few people who Jack can duel. To initiate a duel, simply kick an NPC twice. Jack then fights the character in a one-on-one battle. Watch out for the old lady who summons a group of guards! The game doesn't end if Jack loses, so it's okay to challenge NPCs who are considerably stronger than Jack. Clive can always heal Jack later, but it's important to note that if Jack loses a duel, he's left with only one HP. Therefore, don't rush into any battles until Clive can use his magic. Most of the villagers are in the fields behind the houses. They go back and forth between the fields and the houses throughout the day, providing ample opportunities to challenge them.



One Defeat a Day



An NPC can only be defeated once each day. So if Jack wins the duel, the character will refuse to fight again until the clock passes midnight. However, he can challenge a character again if he loses the duel. Monsters on the road also respawn at midnight, giving the party another opportunity at Dagols and experience.

Earth Valley

DWARFUN GENERAL STORE (01:05-22:00)

item	rate
Herb Extract	50 Dagols
Cure Needle	60 Dagols
Eye Drops	60 Dagols
Mint Drop	50 Dagols
Toadstool Powder	80 Dagols
Startle Powder	100 Dagols
Flee Ball	60 Dagols
Eagle Crest	800 Dagols





TRISTON ARMORY (06:55-19:00)

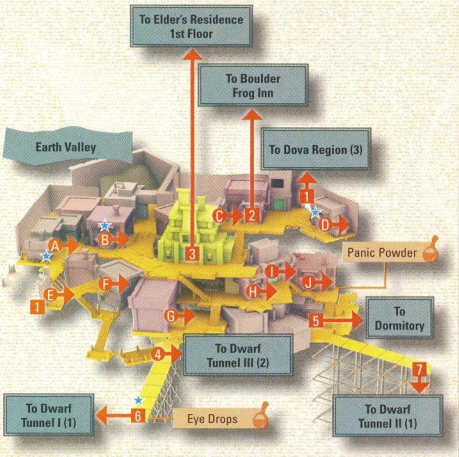
item	rate
Iron Edge	400 Dagols
Air Blade	1000 Dagols
Aqua Blade	1000 Dagols

Reporting for Duty

Speak to Gonovitch (the dwarven elder) inside the large ziggurat-like building at the center of town. It will take time to get the shipment ready, so the party is invited to spend some time exploring Earth Valley. Stop at Room 102 in the Boulder Frog Inn first and speak to Ganz about local trouble. Don't forget to save!

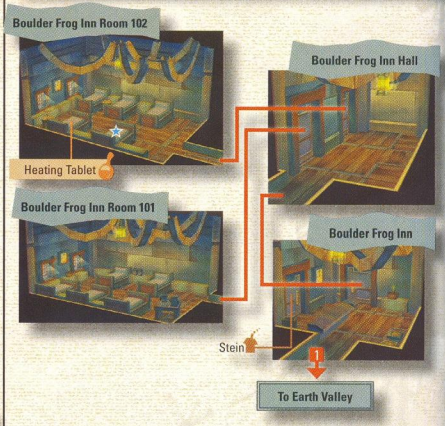


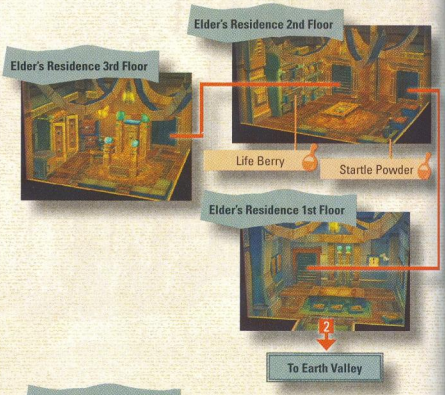
EARTH VALLEY 1

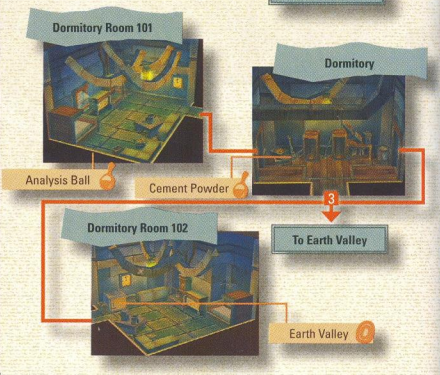




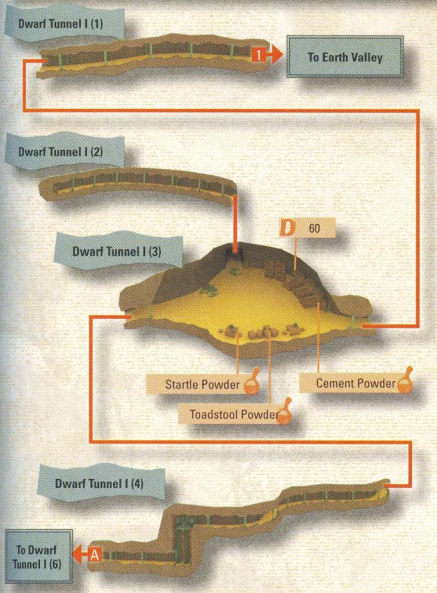
EARTH VALLEY 2



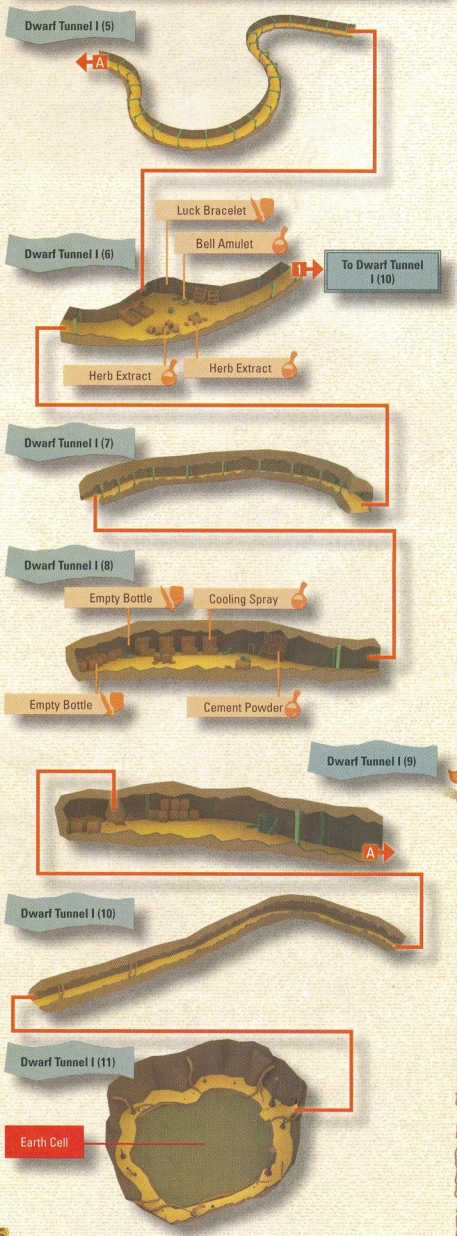




DWARF TUNNEL 1



DWARF TUNNEL 2



GOBLIN BREW BARREL BANDIT

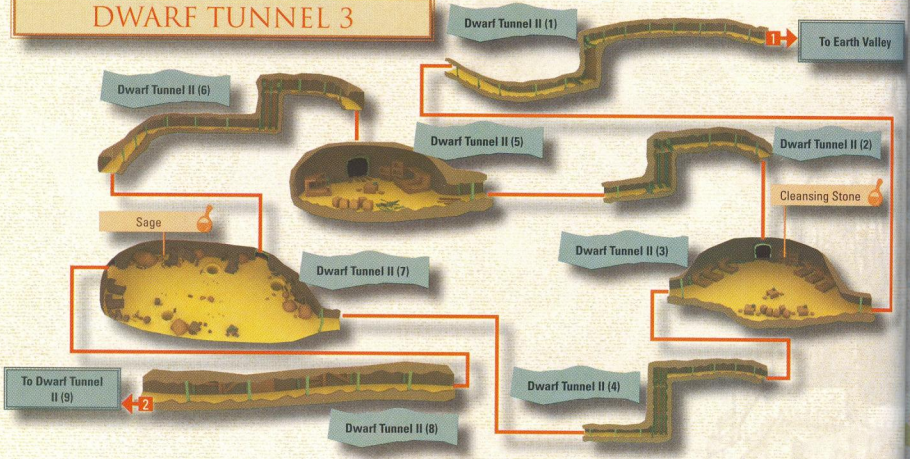
Talk to Oleg inside the Dawnbay Diner between 5pm and 2am. He mentions that someone has been stealing his liquor during the day and asks Jack to capture the crooks. Accept the job.



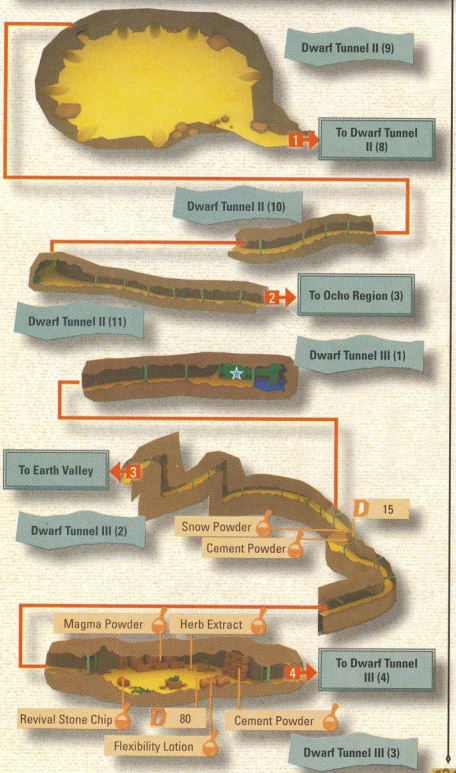


Wander around until after 2am when the Dawnbay Diner closes. The Dwarven Tunnels at the edge of town are extremely dangerous since Jack is alone. It's best to stay out of them. The miners wander in and out of town, so Jack can still duel them—he can easily gain a level or two fighting miners there. Enter the diner once 2:00 a.m. rolls around to find the culprits in the act and scare them off.

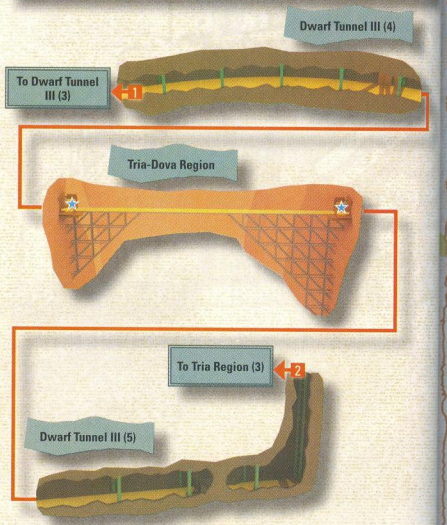
DWARF TUNNEL 3



DWARF TUNNEL 4



DWARF TUNNEL 5



Return to the Dawnbay Diner after 5pm and talk to Oleg again. Tell him the truth to receive an **Herb Extract DX**. Lying only upsets Oleg and Jack gets nothing in return. Spend the rest of the day dueling, or rest at the inn until the shipment is ready to go. Ganz initiates the mission after a few days have passed when Jack enters Boulder Frog Inn Room 102, or he eventually hunts down Jack.

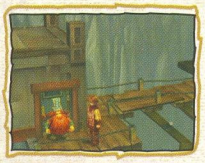


Dueling Clive



Clive is located inside Blacksmith Dyvad's home after the party splits. Kick him twice to initiate a duel with Clive and three Heavy Guardsmen. Try to eliminate the guards quickly, so that Clive can't heal them. The task of defeating Clive gets much simpler after defeating the guards. Just look out for his poison attack!

The Dwarven Treasury



A dwarf named Albert is guarding the treasury. Each evening he wanders off to the Dawnbay Diner for a bit of brew. Enter the treasury while he's away and examine the large chest at the back for treasure. Jack must fight a pack of Carnivorats but the reward is worth it—a **Mystery Berry**.

Dueling the Dwarves



Jack can earn lots of Dagols and experience by dueling the dwarves. These foes range in level from a low of level 3 to a high of 22. It's best to start with the merchants, follow that up with the miners, then finish things off with the blacksmiths and gate guard. Taking this approach enables Jack to grow in strength a little before facing the toughest challenges. Keep in mind that Jack can only defeat each dwarf once per day, but he should be around long enough to challenge most dwarves two or three times.

Before doing anything else, stop by the Triston Armory and purchase the **Air Blade**. This weapon's air element is particularly effective against the dwarves and ensures that Jack causes a decent amount of damage against even the toughest dwarf, Donovitch. Also, consider setting Jack's attacks to the Cross Slice followed by a Cyclone Thrust. This combination is effective because it tends to push the enemy away after the second strike, which is essential to defeating the tougher foes. Don't have those attacks? Purchase the **Eagle Crest** from the DwarFun General Store to learn those attacks while fighting the lower-level dwarves but before the encounters with the tougher ones.



Time Conservation

Heal between battles by consuming Herb Extracts, which are available at the local DwarFun General Store. Staying at the inn greatly reduces the time Jack has for dueling and exploration. Also, complete the Dawnbay Diner job between duels, or Jack may miss out on the great reward.

The strategy is simple. Most of the dwarves use a large hammer, which is as powerful as it is slow. Run near the enemy until he begins to swing, then dash around to his backside and strike him as the attack misses. The ground pound attack releases a circular shockwave that can hit Jack even when he's behind the enemy. Give it a moment to pass before attacking. Both of Jack's attacks should hit, or the enemy may take damage from the first and block or evade the second attack. Move quickly if the enemy blocks and begins a counterattack.







The miners have digging devices for weapons and use a spinning attack. Wait for the spin to completely stop before attacking. There's plenty of time to catch the enemy off-guard at the end. Alternatively, block and then counterblow their attacks, even the spin! Grigory, the brewer, is the most unique of the dwarves in that he fights with liquor bottles. Get behind him when he stops to drink and attack his back. When his HP gets low, he drinks to heal himself. Attack him relentlessly to prevent the healing, or use a string of Volty Attacks to keep him off balance.

Protecting the Supplies

Jack must stay near the cart as it slowly travels down the dirt road. Roaming enemies attack the party rather than the cart, so there's no need to fret if the cart gets between Jack and a creature. Stay close to it, though, or Donovitch or Ganz will reprimand him.





GOB

LV	HP	Strength	DEF	EVA	LCK
16	249	32	36	63	56
EXP	DAGOL	DROP			
350	5	Herb Extract S			

ELE	POI	PAR	BLD	BND	FRZ
None	B	D	D	D	D
BLZ	CON	CUR	PET	DTH	
A	D	D	D	B	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Fly Swatter	None	Medium	90	1.0	0.5	—



MONKI

LV	HP	Strength	DEF	EVA	LCK
5	132	24	27	67	53
EXP	DAGOL	DROP			
350	5	Snow Powder			

ELE	POI	PAR	BLD	BND	FRZ
None	B	D	D	D	D
BLZ	CON	CUR	PET	DTH	
D	D	D	D	B	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Spatula Attack	None	Short	90	1.0	0.5	—
Pouch Pitch	None	Long	0	0.5	0.5	Confuse 1.2



AESOP

LV	HP	Strength	DEF	EVA	LCK
8	159	29	30	51	46
EXP	DAGOL	DROP			
101	46	Cement Powder			

ELE	POI	PAR	BLD	BND	FRZ
None	B	D	D	D	D
BLZ	CON	CUR	PET	DTH	
D	D	D	D	B	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Ladle Attack	None	Short	90	1.0	0.5	—
Pouch Pitch	None	Long	0	0.5	0.5	Confuse 1.2

The three goblins responsible for the liquor robberies in Earth Valley ambush the cart. They know how to work together with their Link Attack, which forms a shifting triangle between them. Anyone caught inside the triangle will be promptly and severely beaten.



Lock onto Monki at the start of the battle and hit him with a Volty Attack.



Swiftly lock onto Monki at the start. This little creature has the least number of HP, so take him out first. Use a Volty Attack to knock him over, then position Jack outside of the triangle and pound Monki with a combo as he attempts to get back into the fight. Right and Left Slashes are very effective against the speedy goblins. When he's history, the link breaks and it makes defeating the remaining goblins much easier.

The remaining goblins are helpless when the link breaks after Monki's defeat.

RADIATA CASTLE



tasks



Report to Lord Larks on the 4th floor.



Train Jack's one-handed sword skills.



Sleep in Jack's room to begin the next mission.

RADIATA CASTLE SUPPLY STORE (24 HOURS)

item	rate
Herb Extract	50 Dagols
Cure Drop	70 Dagols
Cure Needle	60 Dagols
Eye Drops	60 Dagols
Mint Drop	50 Dagols
Flee Ball	60 Dagols

Back from Assignment

The party must report their success to Lord Larks, who is located in his room on the 4th floor. Go to the east end of the 1st floor hallway and climb the last set of stairs to the 4th floor. Enter the door on the left and follow the hallway until a cinema begins.

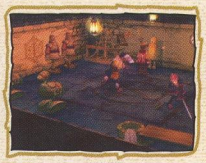


Ladies Only?

Attempt to enter the women's restroom near the castle entrance when the party first returns to Radiata Castle. There's a brief, one-time event that takes place only at this moment.

Knight in Training

After reporting to Lord Larks, Jack is left alone in his room to explore the castle. There's plenty to see, but one thing is particularly important—training. Locate the castle's training facility on the same floor as Jack's room (B1). Examine the wooden dummy on the back wall (press ◉) to open the "One-Handed Sword Practice" menu. Jack can attempt to complete 20 exercises that teach him how to properly wield his sword, plus he can even unlock his Volty Blast. The Volty Blast for one-handed sword, Limit Break, is unlocked after the seventh exercise, so try to complete at least that many before returning to his room.

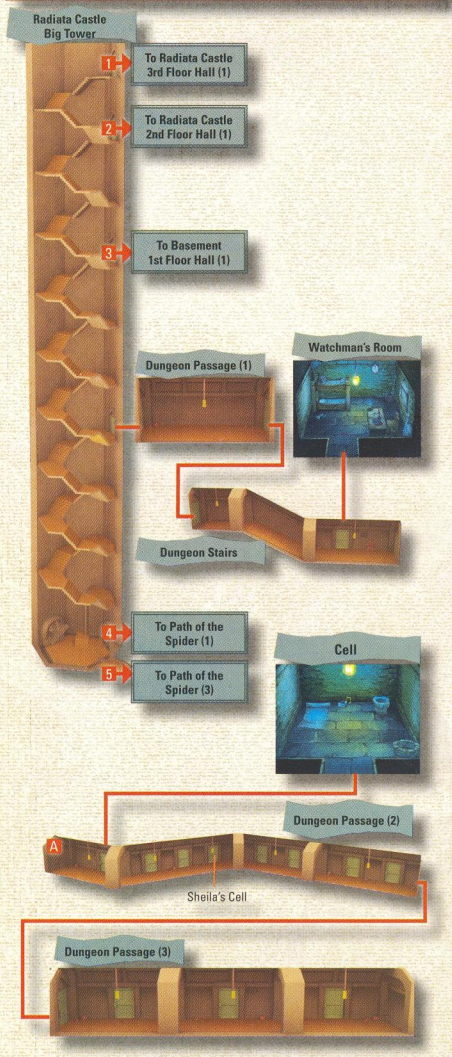


Moving On

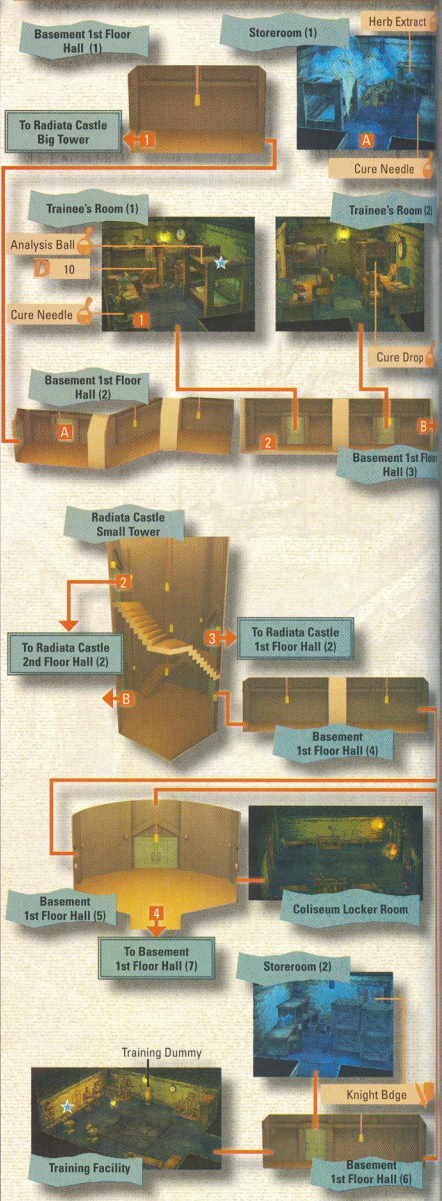
Sleep is an important part of every knight's regimen, including Jack's. Venture to his room and go to sleep until at least one full day has passed since the meeting with Lord Larks to move on with the story. The next mission begins automatically.



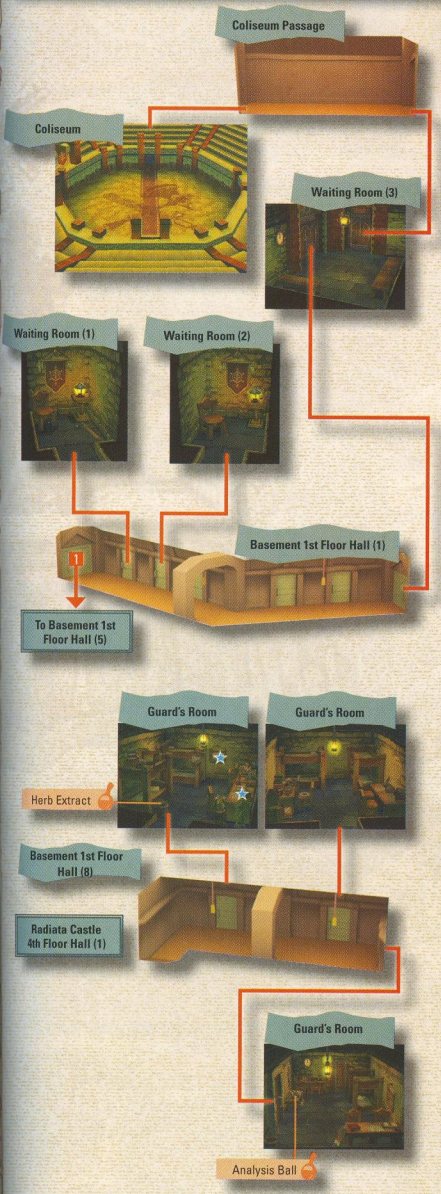
RADIATA CASTLE B2



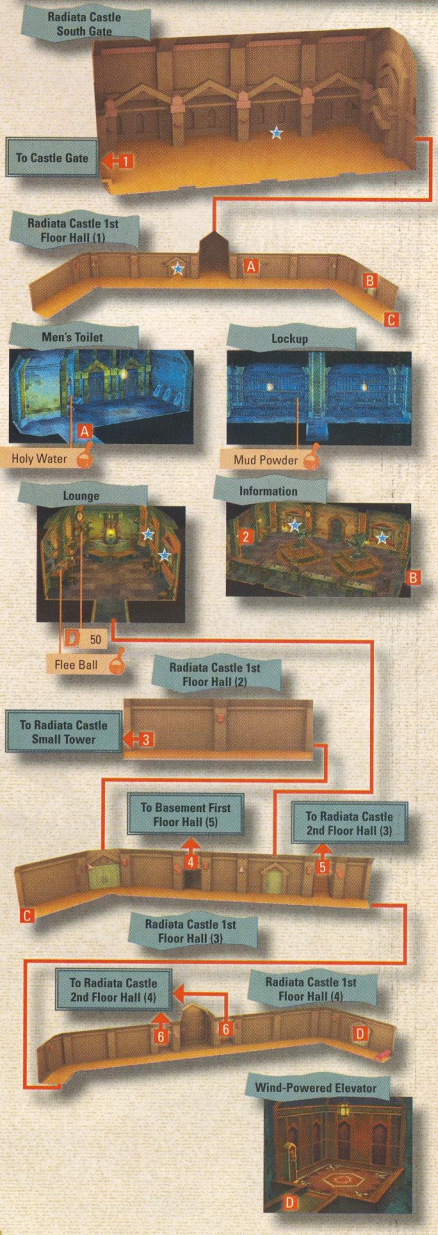
RADIATA CASTLE B1A



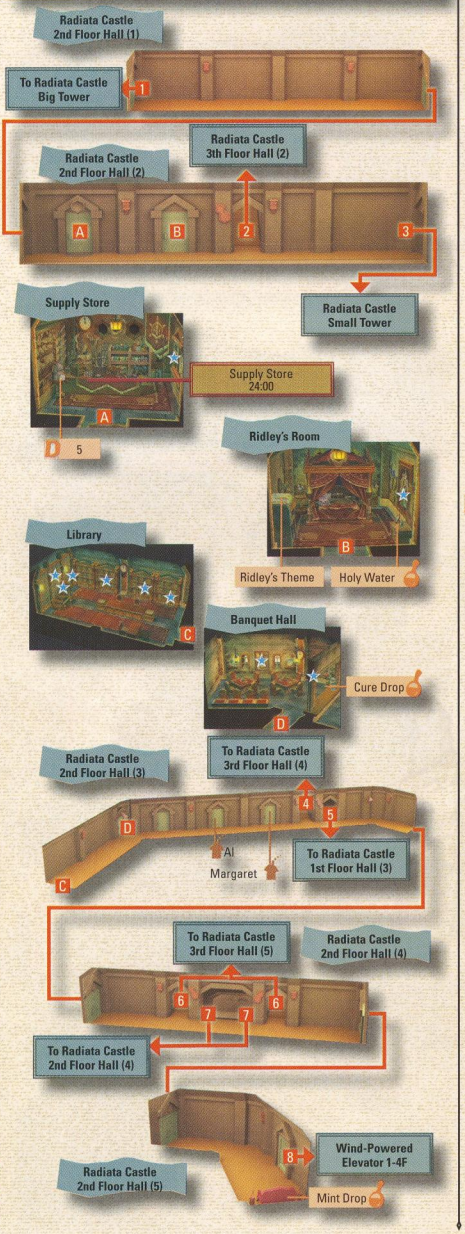
RADIATA CASTLE B1B



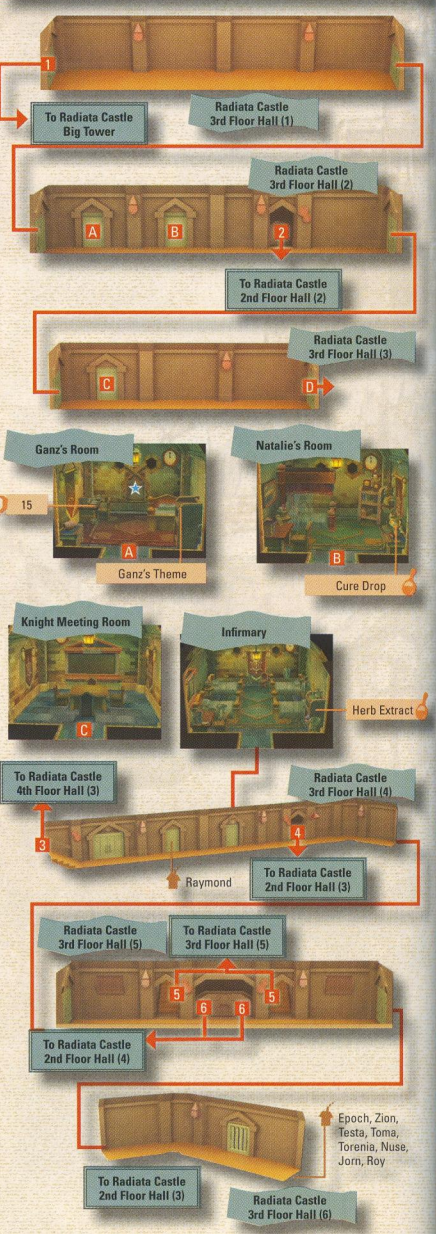
RADIATA CASTLE 1F



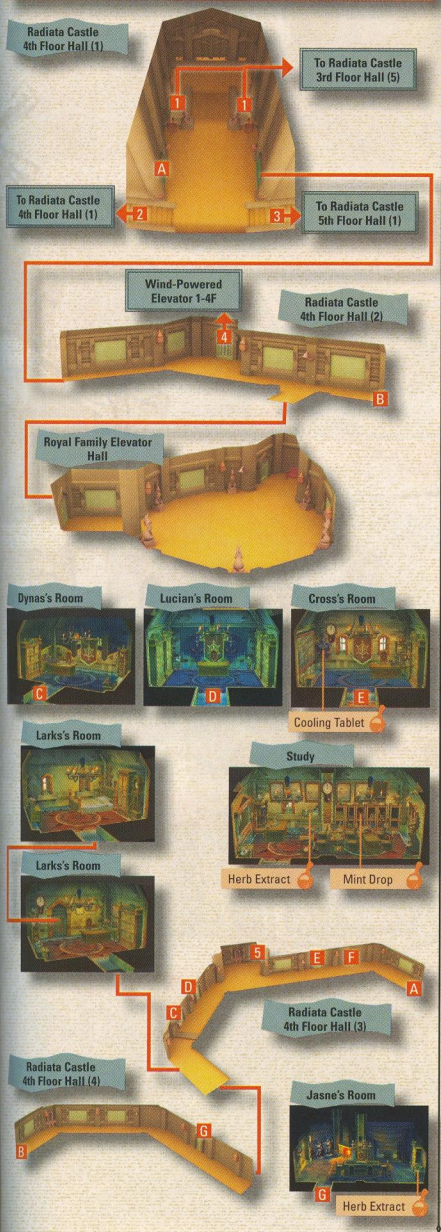
RADIATA CASTLE 2F



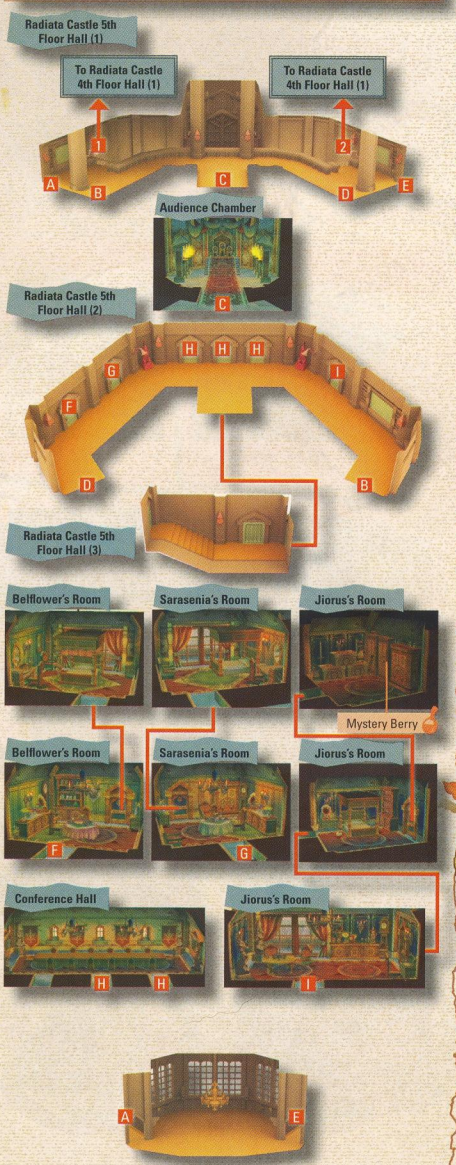
RADIATA CASTLE 3F



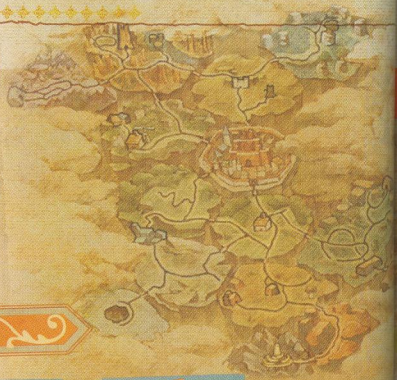
RADIATA CASTLE 4F



RADIATA CASTLE 5F



THE ORC ATTACK



tasks

1. 
Travel through Fort Helencia.

2. 
Join Genius Weissheit.

3. 
Locate the City of Flowers' entrance.

4. 
Journey to the Nowem Region.

5. 
Locate the entrance to the Forest Metropolis.

6. 
Speak to Lord Nogueira.

7. 

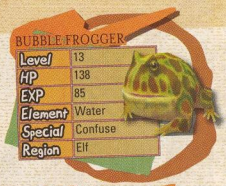
Talk to Ganz.

8. 
Defeat the Blood Orc.

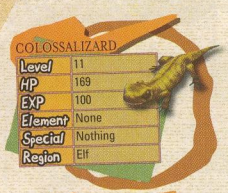
enemies



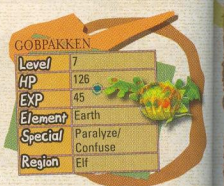
BLAUNIEBEL	
Level	13
HP	483
EXP	135
Element	Earth
Special	Nothing
Region	Cuatour



BUBBLE FROGGER	
Level	13
HP	138
EXP	85
Element	Water
Special	Confuse
Region	Elf



COLOSSALIZARD	
Level	11
HP	169
EXP	100
Element	None
Special	Nothing
Region	Elf



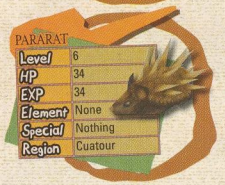
GOBPAKKEN	
Level	7
HP	126
EXP	45
Element	Earth
Special	Paralyze/ Confuse
Region	Elf



HUNTERWOLF	
Level	8
HP	194
EXP	67
Element	Earth
Special	Nothing
Region	Cuatour



MIST FROGGER	
Level	24
HP	204
EXP	206
Element	Water
Special	Bind
Region	Elf



PARARAT	
Level	6
HP	34
EXP	34
Element	None
Special	Nothing
Region	Cuatour



RIPPLE BAT	
Level	4
HP	54
EXP	22
Element	None
Special	Poison, Blind
Region	Cuatour

enemy encounters

enemy	region	definite enemy	possible enemy	exp	dagols
Blauniebel	Cuatour	Blauniebel	Blauniebel, Hunterwolf, Pararat	135~371	84~205
Bubble Frogger	Elf	Bubble Frogger (x3)	Bubble Frogger, Mist Frogger, Colossalizard	255~646	78~197
Colossalizard	Elf	Colossalizard (x3)	Colossalizard (x2), Gobpakken (x2), Bubble Frogger	300~675	108~324
Gobpakken	Elf	Gobpakken (x3)	Gobpakken, Colossalizard, Bubble Frogger	135~365	177~298
Hunterwolf	Cuatour	Hunterwolf (x2)	Hunterwolf, Pararat	134~235	66~103
Ripple Bat	Cuatour	Ripple Bat (x4)	Hunterwolf	88~155	48~81

LOUIS STORE
(24 HOURS)

item	rate
Herb Extract	50 Dagols
Cure Drop	70 Dagols
Cure Needle	60 Dagols
Eye Drops	60 Dagols
Mint Drop	50 Dagols
Flee Ball	60 Dagols
Analysis Ball	40 Dagols

Fort Helencia

Explore the northern path first, then head to the west end to find Fort Helencia. The party passes through quickly for now. They can backtrack a bit to the Fort Helencia Entrance on the opposite side to find a vendor, save point, and restoration point, but it's not possible to reenter the fort.

Easy Training



This is an excellent spot to continue Jack's weapon training. Use the restoration point between exercises to heal and save on Herb Extracts.

Genius & the City of Flowers

Venture into the Elf Region to find Genius Weissheit near his shack. He leads the party further down the road to the City of Flowers' hidden entrance. The party backtracks to Genius' shack after the encounter to formulate a plan.

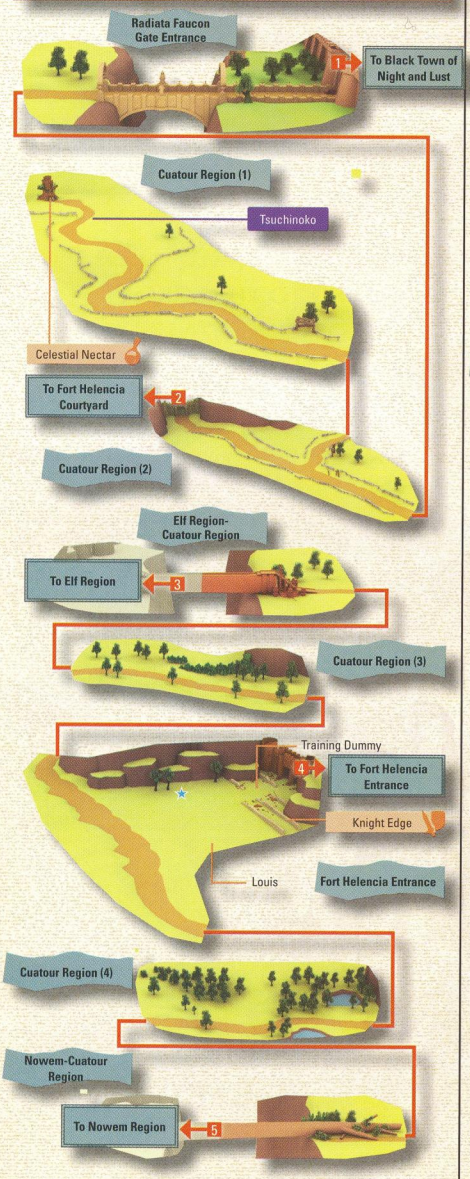


Onward to the Forest Metropolis

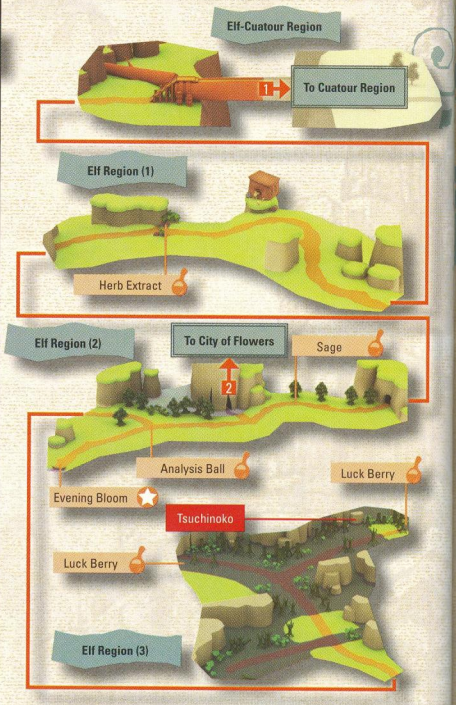
Genius suggests the dark elves may provide some assistance. Their city is in the Nowem Region, which is far to the west. Backtrack to the Fort Helencia Entrance and take a moment to heal, save, and stock up on Herb Extracts and Cure Drops for the coming journey. Keep following the road to the west and cross the bridge into the Nowem Region.



CUATOUR REGION



ELF REGION



NOWEM REGION

enemies

BIRDCAGE INSECT



Level	2
HP	41
EXP	6
Element	None
Special	Nothing
Region	Nowem

GIGA ANT



Level	4
HP	46
EXP	17
Element	None
Special	Nothing
Region	Nowem

HUNTERWOLF



Level	8
HP	194
EXP	67
Element	Earth
Special	Nothing
Region	Nowem

IVORY GOAT



Level	13
HP	205
EXP	57
Element	Earth
Special	Nothing
Region	Nowem

POINTURA



Level	9
HP	185
EXP	70
Element	Earth
Special	Paralyze, Poison
Region	Cuatour

RIPPLE BAT



Level	4
HP	54
EXP	22
Element	None
Special	Paralyze, Bind
Region	Nowem

SPECKLED BUG



Level	8
HP	88
EXP	57
Element	Earth
Special	Poison
Region	Nowem

THUNDERWOLF



Level	26
HP	290
EXP	355
Element	Wind
Special	Paralyze, Bind
Region	Nowem

TRENT



Level	12
HP	302
EXP	117
Element	Earth
Special	HP Heal
Region	Nowem

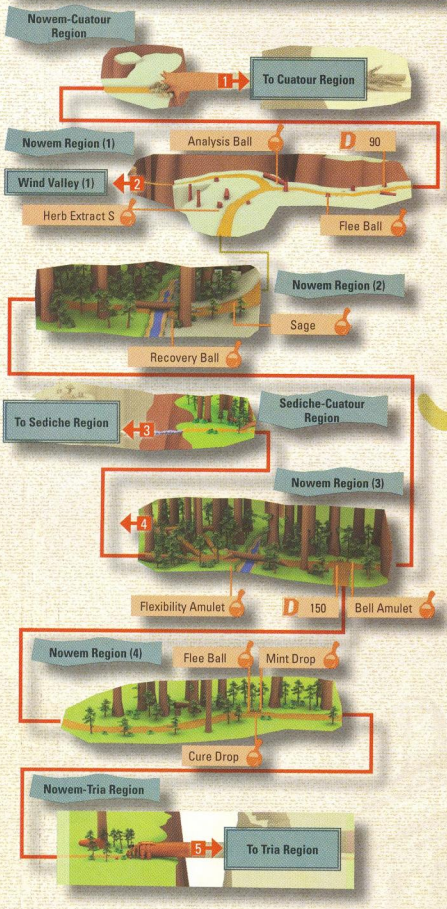
enemy encounters

enemy	region	definite enemy	possible enemy	exp	dagol's
Big Jaws	Nowem	Big Jaws (x2)	Big Jaws (x2), Thunderwolf x1	114–583	376–840
Birdcage Insect	Nowem	Birdcage Insect (x4)	Birdcage Insect (x3), Pointura (x2)	114–583	376–840
Hunterwolf	Nowem	Hunterwolf (x2)	Hunterwolf, Pointura (x2)	134–341	66–151
Ivory Goat	Nowem	Ivory Goat (x3)	Pointura, Giga Ant	171–258	105–135
Pointura	Nowem	Pointura (x3)	Pointura, Ripple Bat (x2), Big Jaws	210–317	78–316
Speckled Bug	Nowem	Speckled Bug (x4)	Speckled Bug (x2), Pointura (x2)	228–394	24–88
Trent	Nowem	Trent (x2)	Trent (x2), Speckled Bug (x2)	234–582	130–272

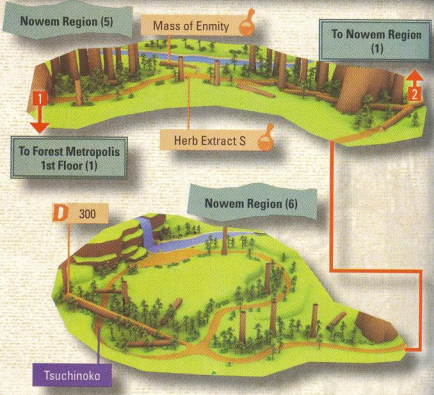
Crossing the Woods

The entrance to the Forest Metropolis is well hidden from wandering travelers. Follow the southern path across the stream and travel into the thick woods. Continue to go west and cross a second stream to find a number of fallen trees. Walk along the trees that point diagonally toward the back to find the hidden city entrance. Speak with the elf standing outside the entrance to gain access to the city.



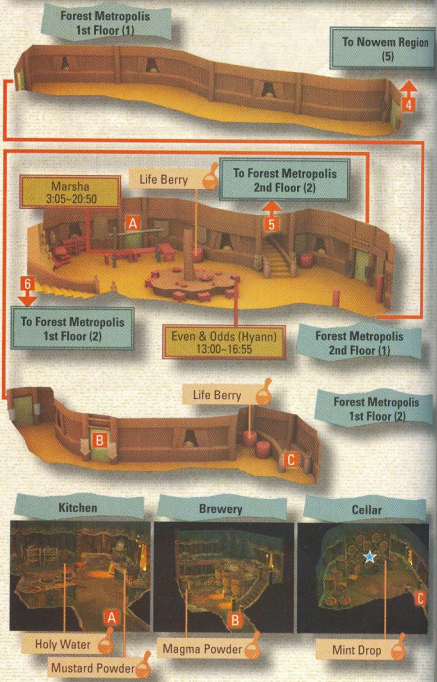


NOWEM REGION

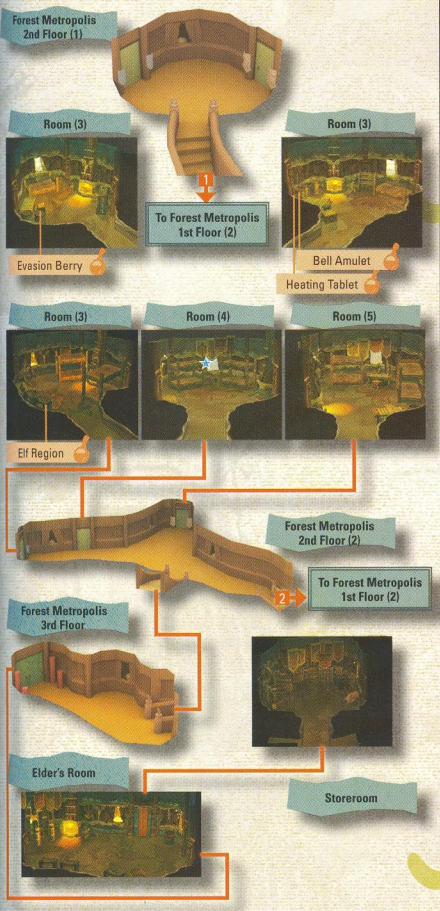


FOREST METROPOLIS

FOREST METROPOLIS



FOREST METROPOLIS



MARSHA (03:05~20:50)

item	rate
Herb Extract	50 Dagols
Herb Extract S	150 Dagols
Cure Drop	70 Dagols
Eye Drops	60 Dagols
Cure Needle	60 Dagols
Startle Powder	100 Dagols
Magma Powder	100 Dagols
Analysis Ball	40 Dagols

SEEKING A FAVOR



Proceed to the third floor to meet Lord Nogueira. The party then disbands after a brief meeting. Jack has a short period of time to explore the city, shop, and duel. Resting at the save point advances the story if desired, but the story continues automatically after approximately half a day.

DUELING THE DARK ELVES



There are essentially two types of enemies in the city. Most of the young and some of the adults are magic users. To quickly dispose of them, use the Upper Slash with a follow-up strike such as Left Slash. Evade the first attack and hit the opponent in the back. Continue to strike as the opponent is standing up to prevent it from attacking for the rest of the battle.



Most of the male adults and a few of the children use a fighting style that is much tougher. Their dancing, karate-like style of fighting is comprised of fast attacks, making them especially elusive. The Upper Slash or a quick strike is the best approach to use in these situations, since they can dodge with ease. Evade their attacks, then counterattack them in the back. Give them plenty of room so Jack can avoid their sweeping kicks, which have a wide arc. In a pinch, build up the Volty Gauge on the mages, and then use Jack's Volty Blast to wear down the fighters.

DUELING GENIUS



Jack has the opportunity to duel Genius in the Elder's Room. The key in this duel is to inflict damage faster than Genius can auto-heal. Use a relentless string of Right and Left Slashes and don't let up for a moment!

Dueling Nogueira

It's also possible to challenge Nogueira. He's a level 46 magic user with over 2000 HP, so this won't be an easy fight. As a caster, each of his attacks has a long lead action that makes them somewhat easy to dodge. Slip behind him as he begins to attack, then strike him repeatedly in the back. There should be enough time to land five quick hits, or a couple of powerful blows. Beware of his Magma Gash, as it's the only attack that locks onto Jack. Nogueira has an exaggerated wind-up for this attack, so look for this telltale sign. Keep moving until the fire emerges behind Jack, meaning it's safe to attack again.

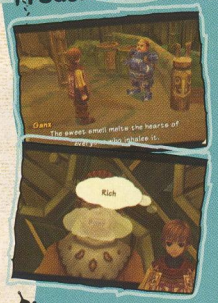




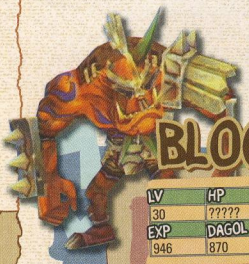
Dueling Ganz and Ridley

You can also duel Ganz and Ridley, if you desire, although they won't be as much of a challenge. Ridley is posing in the first floor common room to the left of the stairs, and can be taken out with a series of Right and Left Slashes. Ganz is also on the first floor, near the stairs leading down to the cellar. He heals himself as the fight progresses, but can be defeated with a relentless string of Upper and Left Slashes.

Treasured Liquor



Talk to Ganz in the hallway outside of the brewery and agree to buy some wine for him. Jack automatically approaches Chatt in the cellar, and they strike up a conversation. Choose the options "Rich," "No Way!," "A master Cook!," and "Plain Veggie Soup" as they're offered to receive a bottle of **Elven Wine**. Jack presents the wine to Ganz and receives an 800-Dagol reward for his fast thinking.



Blood Orc

LV	HP	Strength	DEF	EVA	LCK
30	?????	65	35	58	65
EXP	DAGOL	DROP			
946	870	Cooling Tablet (5%)			

ELE	POI	PAR	BLD	BND	FRZ
Fire	A	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	C	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Fire Punch	Fire	Mid	40	1.0	1.3	Blaze (100%), Knock Back
Fire Kick	Fire	Short	40	1.0	1.0	Blaze (100%)
Body Blaze	None	Short	360	1.3	1.0	Knock Back

In the two-part battle, the party must tackle a Blood Orc with a little assistance from Lord Nogueira. Note that the party cannot defeat the enemy, but they must attack it and survive for a brief period of time.

Immediately equip the Aqua Blade, if possible. The Blood Orc is a fire creature, so this weapon gives Jack a bit of an edge. Also, try equipping him with a Left Slash/Cyclone Thrust combo. This should enable him to knock down the enemy with each successful attack, plus the Blood Orc won't have the ability to counterattack.

As with many other large bosses, it's best to wait for it to strike and then bombard it from behind as it recovers. Get far away from the boss when it leaps into the air, as its leaping attack creates a nasty shockwave. Eventually, the party must distract the enemy long enough for Nogueira to cast a spell. Just keep up the assault and knock down the enemy over and over.



Knock down the enemy, then get away.



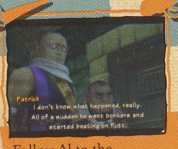
Watch out for its leap attack.

THE PLAGUE

Refer to page 130 for maps of Radiata Castle.

tasks

1. 
Sleep in Jack's room.

2. 

Follow Al to the Dungeon.

3. 

Deliver Theresa's Message.

4. 

Rest in Jack's Room.

5. 
Meet Ganz in Jack's Room.

The Plague & Jasne's Confidant

The party returns to the castle after the fight with the Blood Orc. Jack is left alone to explore a bit, but first return to his room and take a nap. When he exits the room after the nap, he bumps into Al who is running to the basement. Follow him down the Big Tower to the Dungeon (B2).



Finding Leonard

Theresa, who works at the Radiata Castle Supply Store, has a job for Jack. She asks for Jack to tell Sir Leonard that his package has arrived. Return to Jack's room to look for Leonard. He's not there, but the guard nearby mentions that he went to Ganz's room, which is on the 3rd floor.





Return to the Big Tower and climb to the 3rd floor. Ganz's room is the first one in the second hall. Leonard isn't there, but Ganz mentions something that suggests he might be in the Training Facility on the first basement floor (B1).

Go down the stairs to the right, then enter the Small Tower at the right end of the hallway below. March down to the bottom floor, continue through the right door to the fork in the path, then take the north path to reach the Training Facility. Of course, Leonard isn't here either but the new recruits say he went to look for Lady Natalie.





Natalie's room is next to Ganz's room, so backtrack to the 3rd floor. Her room is the first one to the left of the stairs. Leonard isn't there either! Choose to continue the hunt and start by checking back at Jack's room.

Use the Big Stairs to return to Jack's room in the basement. Sure enough, Leonard is there! Theresa rewards Jack's efforts with 500 Dagols!



Path of the Spider

Take some time to explore the bottom of the Big Tower, which leads to two sewer tunnels. The top tunnel leads to a large room with a chest that contains a **Strength Berry**. There's no better opportunity to collect it than now. Avoid fighting the creatures that roam the tunnel floor. They aren't overly aggressive, but fighting them alone may prove difficult at this stage of the game.



Moving On

Return to Jack's room once more when you're ready to advance the story. In the morning, take a moment to explore and return to the room between the hours of 10:00 and 18:00 or take a nap to meet with Ganz.



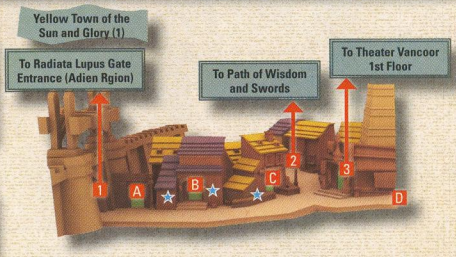
RADIATA CITY



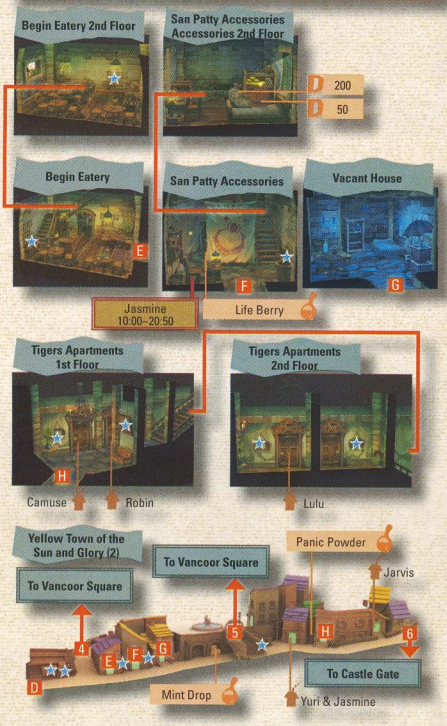
1	Yellow Town of the Sun and Glory
2	Vancoor Square
3	Path of Swords and Wisdom
4	Jack's Place
5	White Town of Stars and Faith
6	Olacion Order Shrine
7	Path to the Sun
8	Path of Insanity and Fanaticism
9	Blue Town of Water and Wisdom
10	Path to the Beast Pit
11	Black Town of Night and Lust
12	Beast Pit
13	Castle Gate
14	Theater Vancoor
15	Olacion Order Shrine (Interior)
16	Vareth Magic Institute
17	The Void Community

YELLOW TOWN OF THE SUN AND GLORY

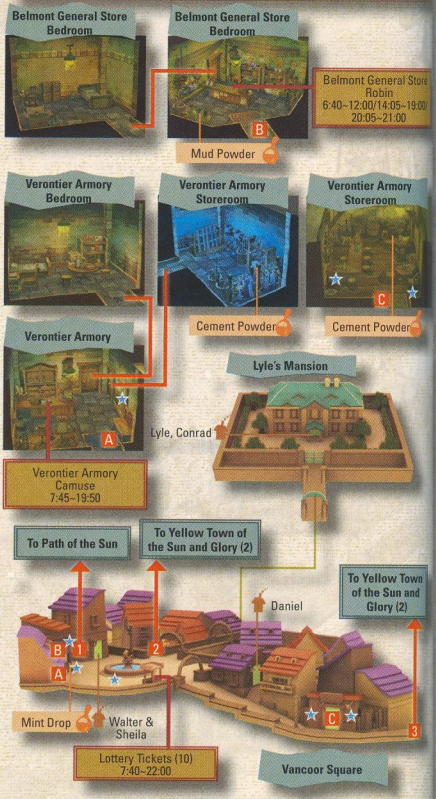




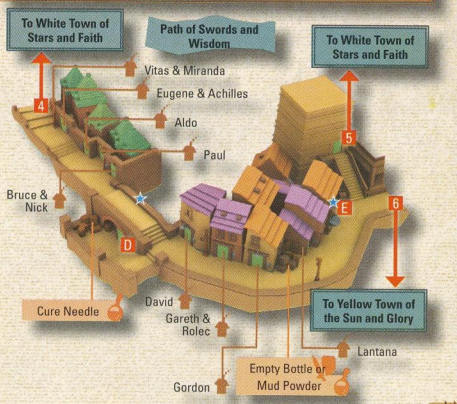
YELLOW TOWN OF THE SUN AND GLORY (CONT.)

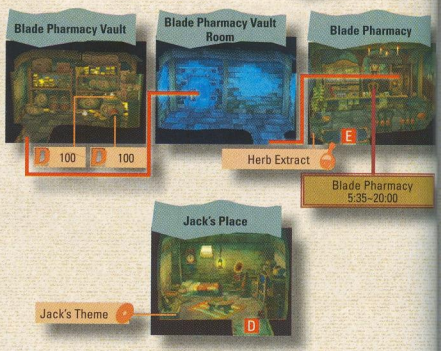


VANCOOR SQUARE

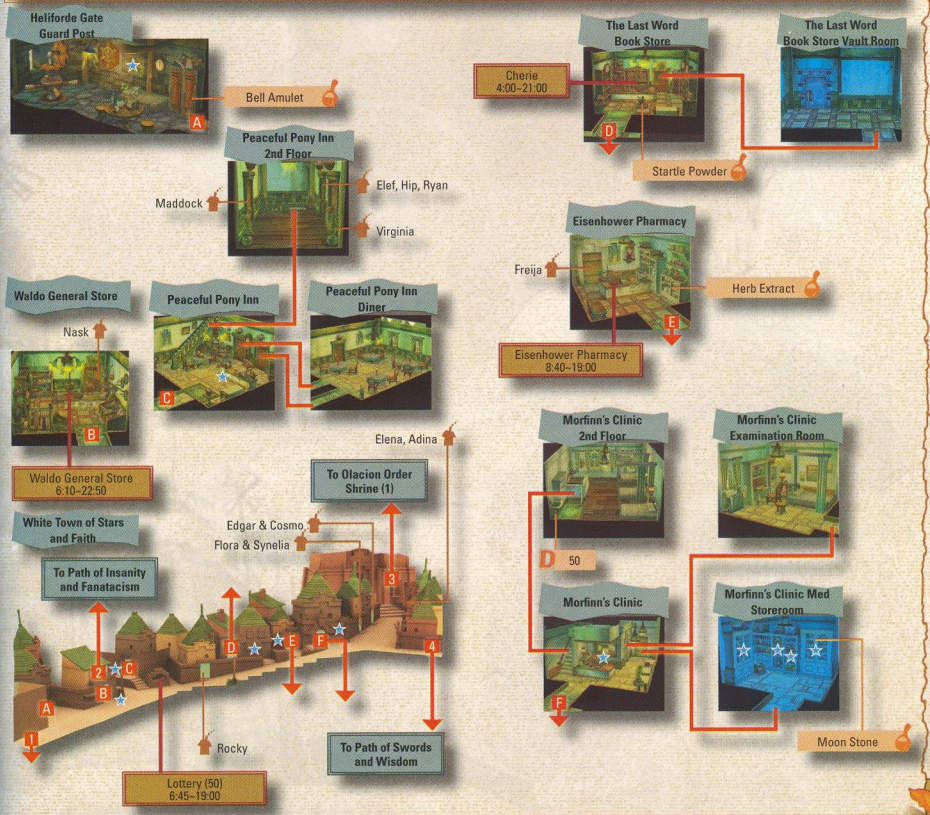


PATH OF SWORDS AND WISDOM

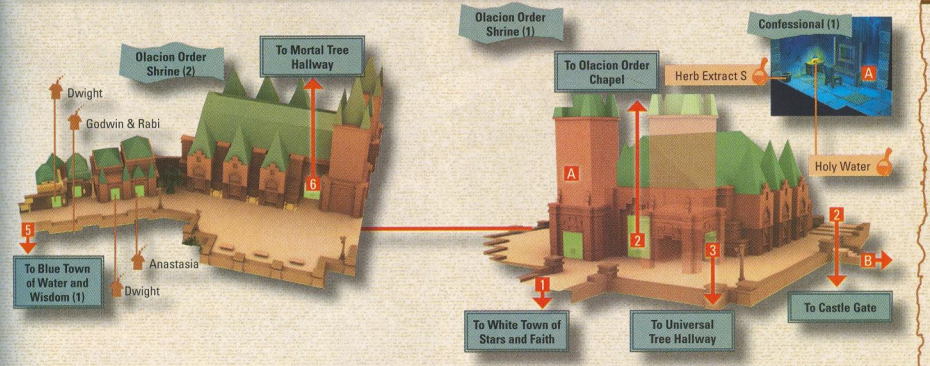




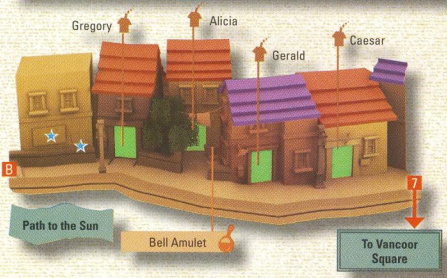
WHITE TOWN OF STARS AND FAITH



OLACION ORDER SHRINE



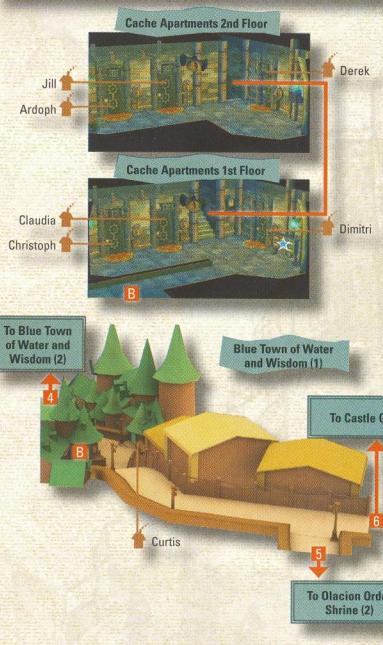
PATH TO THE SUN



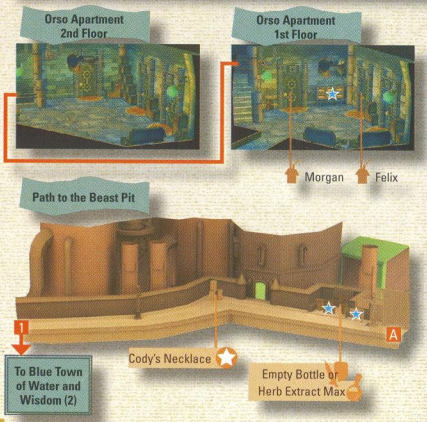
PATH OF INSANITY AND FANATICISM



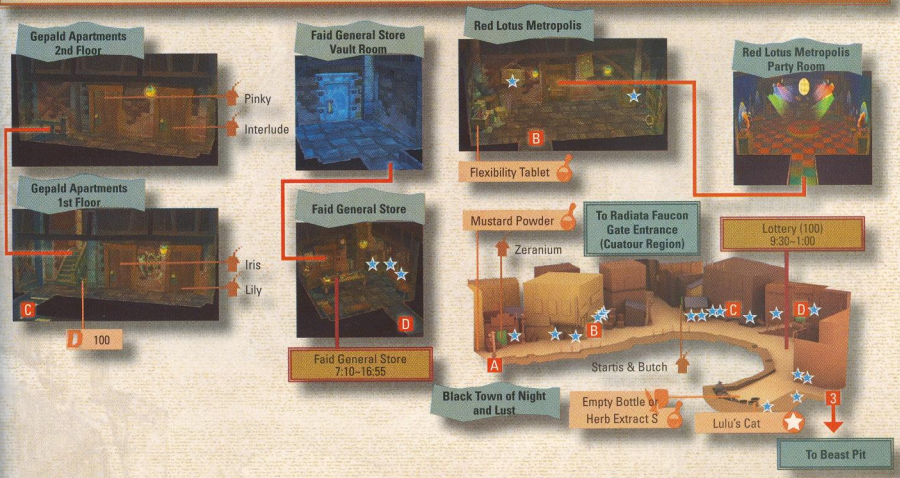
BLUE TOWN OF WATER AND WISDOM



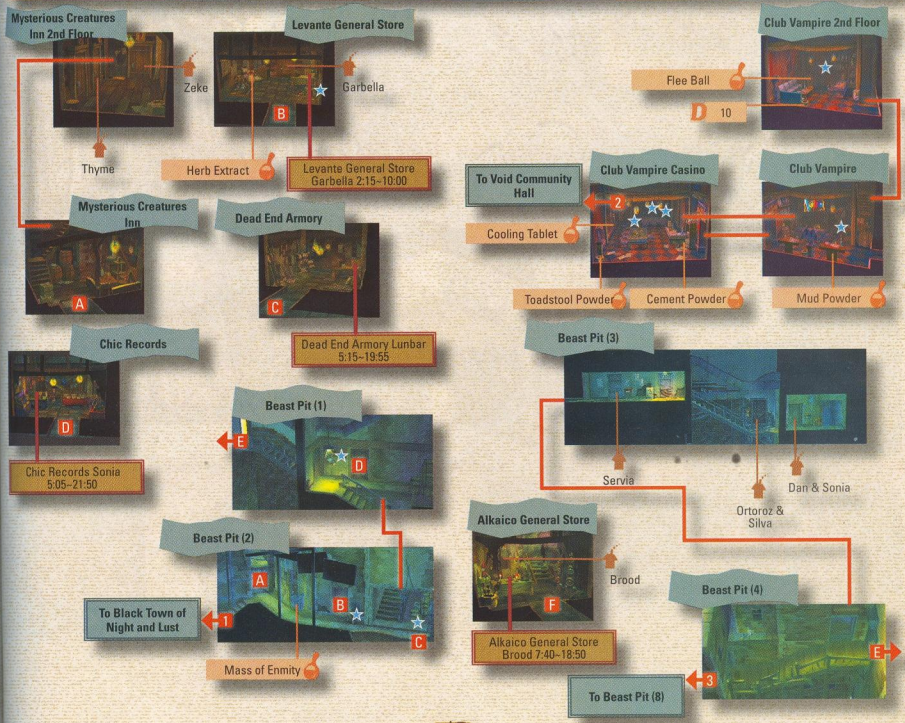
PATH TO THE BEAST PIT



BLACK TOWN OF NIGHT AND LUST

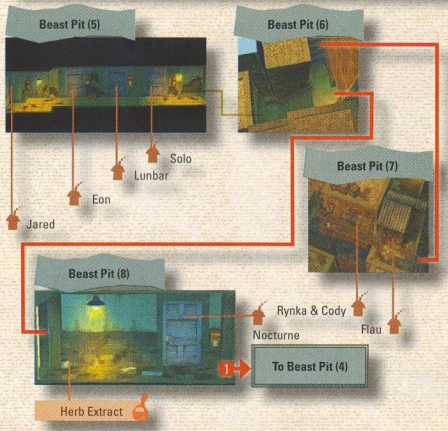


BEAST PIT 1

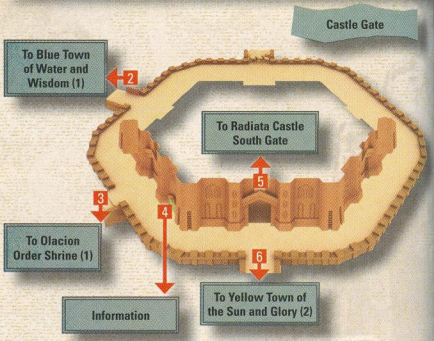


Walkthrough

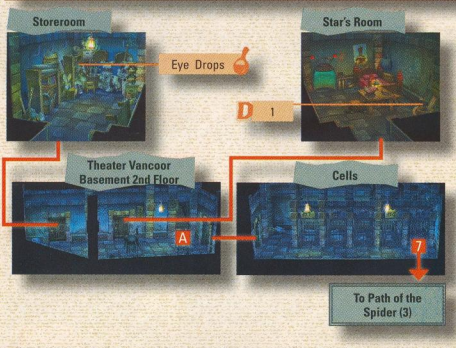
BEAST PIT 2

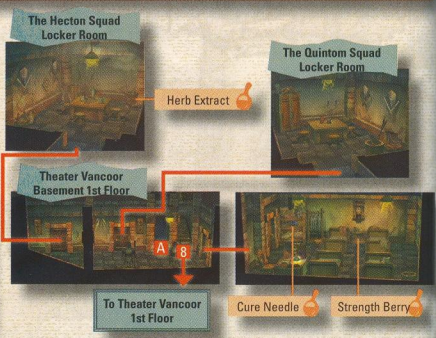


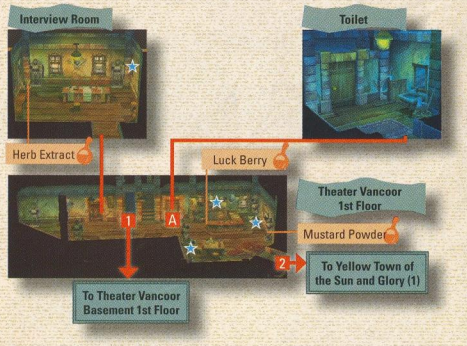
CASTLE GATE

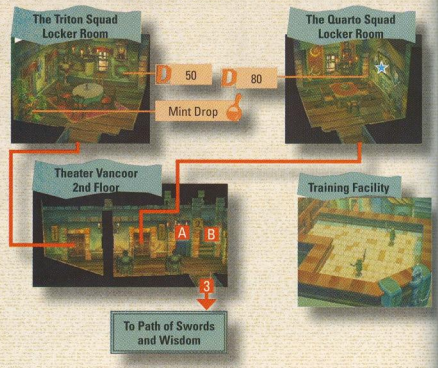


THEATER VANCOOR

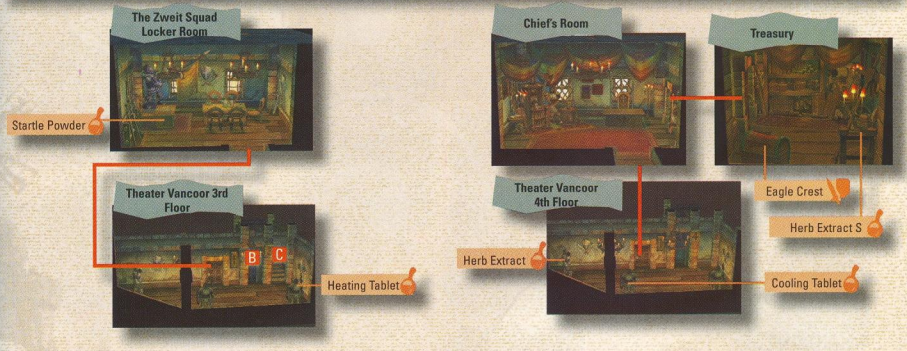




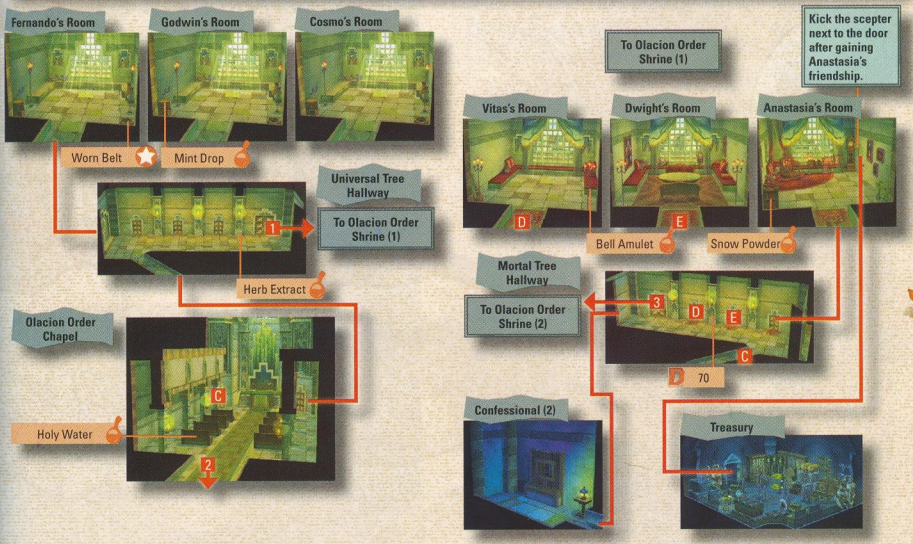




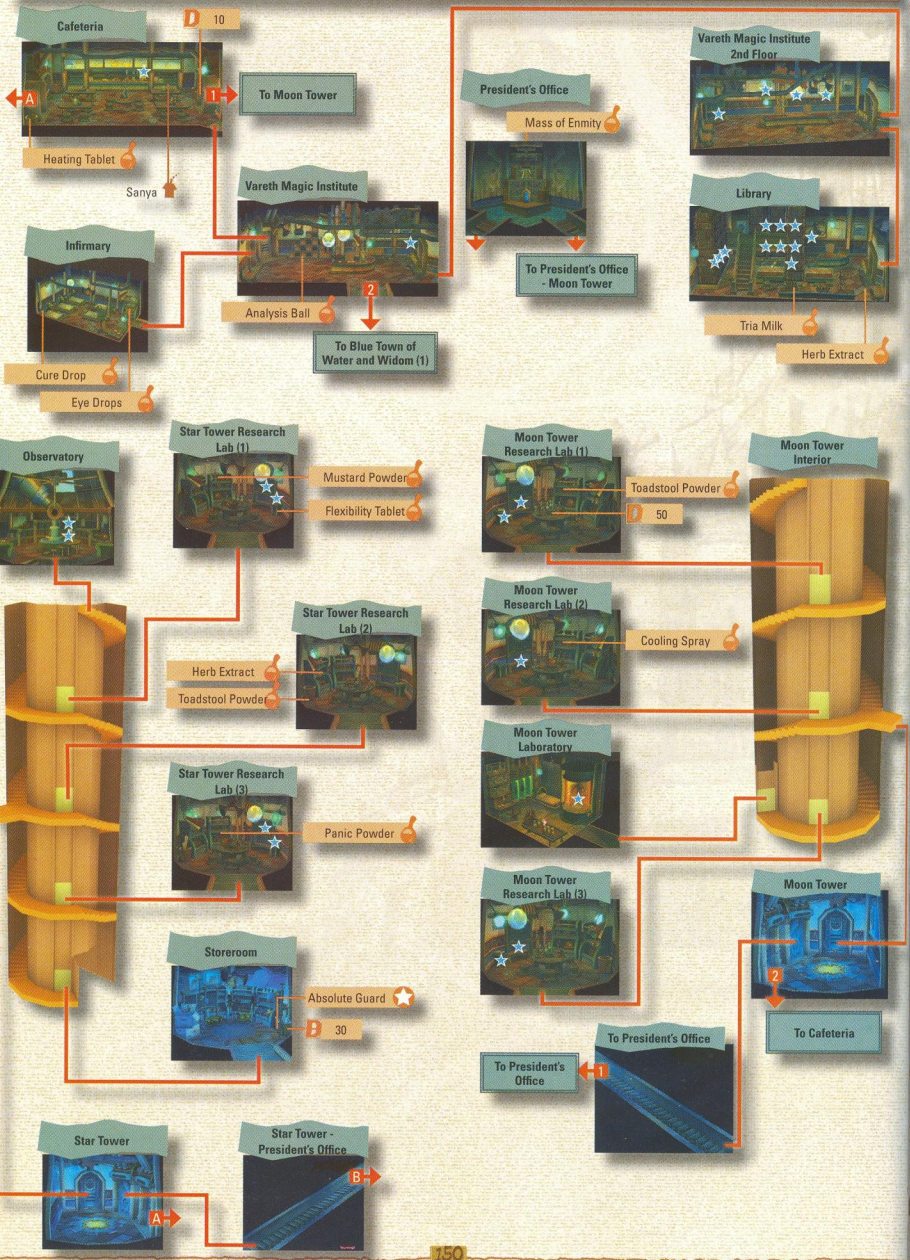
THEATER VANCOOR (CONT.)



OLACION ORDER SHRINE INTERIOR

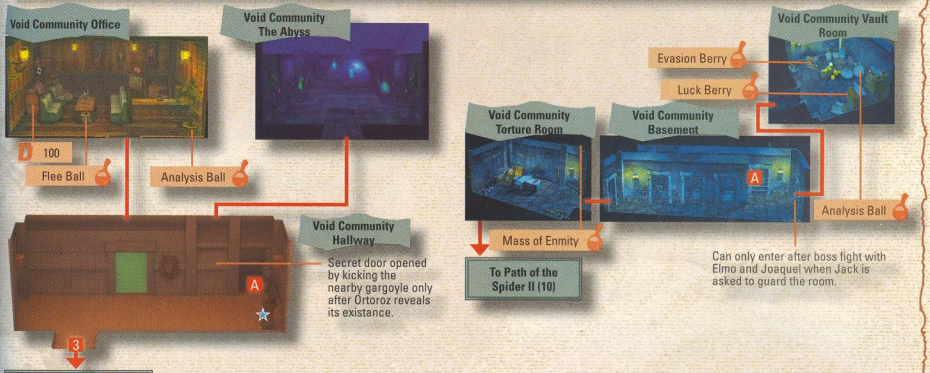


VARETH MAGIC INSTITUTE



RADIATA CITY

THE VOID COMMUNITY



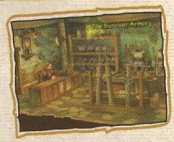
BLADE PHARMACY
(05:35~17:50)

item	rate
Herb Extract	50 Dagols
Cure Drop	70 Dagols
Cure Needle	60 Dagols
Eye Drops	60 Dagols
Bell Amulet	40 Dagols
Heating Tablet	50 Dagols
Cooling Tablet	60 Dagols
Mint Drop	50 Dagols
Holy Water	80 Dagols
Flexibility Tablet	100 Dagols
Sage	300 Dagols
Invincibility Med	100 Dagols



THE SURVIVOR ARMORY
(07:10~20:00)

item	rate
Iron Edge	400 Dagols
Air Blade	1000 Dagols
Iron Sword	500 Dagols
Heat Saber	1800 Dagols
Iron Axe	600 Dagols
Earth Chopper	2600 Dagols
Iron Spear	300 Dagols
Water Pike	2000 Dagols
Leather Armor	1500 Dagols
Sharkskin	2500 Dagols



SAN PATTY ACCESSORIES
(10:00~20:50)

item	rate
Eagle Crest	800 Dagols
Lion Crest	800 Dagols
Elephant Crest	800 Dagols
Serpent Crest	800 Dagols
Divine Earring	6000 Dagols



VERONTIER ARMORY
(07:45~19:50)

item	rate
Heat Saber	1800 Dagols
Venom Sword	3200 Dagols
Steel Saber	5600 Dagols
Earth Chopper	2600 Dagols
Aqua Chopper	4400 Dagols
Steel Axe	6800 Dagols
Sharkskin	2500 Dagols
Iron Breastplate	4600 Dagols



BELMONT GENERAL STORE
(06:40~12:00/14:05~19:00/20:05~21:00)

item	rate
Flee Ball	60 Dagols
Analysis Ball	40 Dagols
Herb Extract	50 Dagols
Herb Extract S	150 Dagols
Moon Stone Chip	160 Dagols
Moon Stone	580 Dagols
Recovery Ball	200 Dagols



EISENHOWER PHARMACY
(08:40~19:00)

item	rate
Herb Extract	50 Dagols
Herb Extract S	150 Dagols
Herb Extract DX	600 Dagols
Herb Extract MAX	1000 Dagols
Moon Stone Chip	160 Dagols
Moon Stone	580 Dagols
Recovery Ball	200 Dagols
Celestial Nectar	1600 Dagols



THE LAST WORD BOOK STORE
(04:00~21:00)

item	rate
Book of Bravery	200 Dagols
Book of Desertion	1800 Dagols
Book of Spirit	2400 Dagols
Book of Restoration	12,000 Dagols
Book of Awakening	1600 Dagols
Book of Infinity	1200 Dagols
Book of Temptation	1200 Dagols
Book of Pegasus	2800 Dagols
Book of Training	2400 Dagols
Book of Danger	2000 Dagols
Book of Energy	400 Dagols
Book of Support	400 Dagols
Book of Recovery	4600 Dagols
Book of Power	500 Dagols



WALDO GENERAL STORE
(06:10~22:50)

item	rate
Revival Stone Chip	1200 Dagols
Sage	300 Dagols
Cleansing Stone	800 Dagols
Recovery Ball	200 Dagols
Flee Ball	200 Dagols
Analysis Ball	40 Dagols
Celestial Nectar	1600 Dagols
Training Cast	50,000 Dagols



OK HAND ACCESSORIES
(08:00~20:00)

item	rate
Power Bangle	500 Dagols
Protect Shell	500 Dagols
Skill Upper	400 Dagols
Luck Bracelet	400 Dagols
Toughness Bangle	1500 Dagols



BLACK ROSE GENERAL STORE
(01:55~12:00/14:05~22:00)

item	rate
Toadstool Powder	80 Dagols
Mud Powder	80 Dagols
Mustard Powder	80 Dagols
Startle Powder	100 Dagols
Snow Powder	100 Dagols
Magma Powder	100 Dagols
Panic Powder	80 Dagols
Mass of Enmity	80 Dagols
Cement Powder	100 Dagols
Herb Extract	50 Dagols



FAID GENERAL STORE
(07:10~16:55)

item	rate
Herb Extract S	150 Dagols
Moon Stone	580 Dagols
Cure Needle	60 Dagols
Bell Amulet	40 Dagols
Invincibility Med	100 Dagols
Magma Powder	100 Dagols
Flee Ball	60 Dagols
Lion Crest	800 Dagols



LEVANTE GENERAL STORE
(02:15~10:00)

item	rate
Herb Extract	50 Dagols
Toadstool Powder	80 Dagols
Mud Powder	80 Dagols
Mustard Powder	80 Dagols
Startle Powder	100 Dagols
Snow Powder	100 Dagols
Mamgma Powder	100 Dagols
Beckoning Cat	20,000 Dagols



DEAD END ARMORY
(05:15~19:55)

item	rate
Air Blade	1000 Dagols
Phantom Edge	2500 Dagols
Steel Blade	4800 Dagols
Water Pike	2000 Dagols
Aqua Spear	3800 Dagols
Brionac	7000 Dagols
Iron Breastplate	4600 Dagols
Wind Garb	7800 Dagols



CHIC RECORDS
(05:05~21:50)

item	rate
Opening Theme	1000 Dagols
Radiata Castle 1	1000 Dagols
Audience Chamber	1000 Dagols
Conference	1000 Dagols
Coliseum	1000 Dagols
The Night Halls	1000 Dagols
Radiata Castle 2	1000 Dagols
Warrior's Theme	1000 Dagols
Mage's Theme	1000 Dagols
Priest's Theme	1000 Dagols
Bandit's Theme	1000 Dagols
Fort Helencia	1000 Dagols

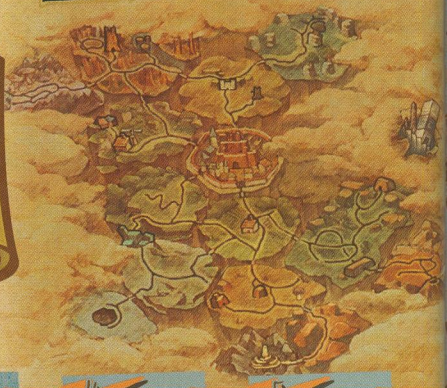


ALKAICO GENERAL STORE
(07:40~18:50)

item	rate
Strength Berry	15,000 Dagols
Defense Berry	15,000 Dagols
Evasion Berry	10,000 Dagols
Luck Berry	10,000 Dagols
Life Berry	30,000 Dagols



THE THEATER VANCOOR



tasks

1


Defeat Jarvis

2


Speak to everyone in the bar

3

Find Sergeant Caeser

4


Battle Deputy Gerald

5


Locate Elwen



6 Report to Thanos



7 Enter the Hecton Squad Locker Room



8 Defeat Daniel



9 Upgrade Jack's Equipment and make Friends



JARVIS

LV	HP	ATK	DEF	EVA	LCK
21	39	109	103	72	62
EXP	DAGOL	DROP			
578	159	???			

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D
BLZ	CON	CUR	PET	DTH	
D	D	D	D	D	

Moves	Element	Range	Arc	Power	Knock Back	Effect
??	Fire	Medium	40	0.6	0.5	—
??	None	—	—	—	—	—

Due to his current "condition," Jarvis can barely stand during the fight. To swing things in Jack's direction even more, it's important to note that most of Jarvis's HP is already gone. Run around him until he takes a swing at Jack, then finish him off. It shouldn't take more than a couple of strong attacks to finish off Jarvis.



Force Jarvis to swing at Jack...



...then finish him off before he can recover.

New Recruits



Talk to Ganz at the bar, then make a point to speak to everyone else in the establishment. Speak to Ganz a second time to head to Theater Vancoor. Thanos, the man at the front desk, instructs Jack to go to the second floor. Enter the room to the left of the stairs to find Sergeant Caesar. After the first test, go upstairs and locate Deputy Gerald in the room to the left.



GERALD

LV	HP	ATK	DEF	EVA	LCK
44	?????	216	184	133	166
EXP	DAGOL	DROP			
0	0	—			

ELE	POI	PAR	BLD	BND	FRZ
None	B	B	B	D	B
BLZ	CON	CUR	PET	DTH	
B	D	D	B	D	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Uno Thrust	Wind	Medium	50	0.7	0.5	Breaks Parry
Dos Bash	Fire	Medium	220	0.8	1	Blaze (1.0)
Tres Slice	Wind	Medium	100	0.9	0.5	—
Reverse Slice	Fire	Medium	100	1.5	1	Blaze (1.0), Knock Back
Dual Wave Blade	None	—	—	—	1.3	987 Fixed Damage, Knock Back

Much like the fight with Ridley, Gerald is far too tough at this stage for Jack to defeat. Regardless of the fight Jack puts up, sooner or later Gerald will be victorious. He then orders Jack to report to Elwen on the fourth floor.



Deputy Gerald is just too strong for Jack.



Enter the lone room on the fourth floor to meet Elwen. She says to return to Thanos on the first floor, which occurs automatically. Sit back and enjoy the story until Jack retires for the night.

The New Brigade

Return to Theater Vancoor in the morning. Go up the steps and take a right. Advance to the end of the street and climb the tall set of stairs to find Theater Vancoor's second floor entrance. Go downstairs to meet with Thanos at the front desk. He orders Jack to report to Jarvis in the basement. Walk down one floor and check the room on the far left side.



Jarvis commands Jack to report to the training ground on the second floor. It's time to see who is worthy of being second in command: Jack or Daniel!





DANIEL

LV	HP	ATK	DEF	EVA	LCK
11	326	69	70	31	50
EXP	DAGOL	DROP			
178	222	???			

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D
BLZ	CON	CUR	PET	DTH	
D	D	D	D	D	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Tree Chopper	None	Short	90	0.8	0.5	—
Daniel Blow	None	—Short	40	1.2	1.3	—



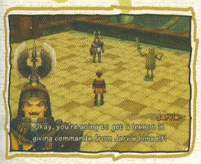
Take command by blocking and counterblowing...

Daniel is something of a pushover when compared to some of other foes Jack has fought up to this point. Block and counterblow Daniel's attacks, or just run around and strike him in the back. One of Daniel's attacks results in him planting his axe into the ground for a moment, thus leaving him completely defenseless. This is the best opportunity to unleash a long string of hits into his backside.



...or dodging and hitting Daniel in the back.

Being the boss



After the battle with Daniel, Jarvis takes it upon himself to teach Jack about issuing commands when leading a party, something Jack hasn't done to this point. Press the L1 button to access the Command Menu, then select a party member and choose a command. Jack begins with only the "attack" command, but he can learn other commands from various books that he can purchase from The Last Word Book Store. He will also find these books inside chests or receive them from defeated enemies.

Making friends

Clive becomes the first person to sign Jack's "Friends List". The list is located on Thanos' desk inside Theater Vancoor. Check the list to add and remove characters from Jack's party. The list is comprised of characters who Jack has befriended throughout the course of the game. Add Clive to the party immediately. For a full listing of Jack's potential friends, refer to page 14 of this guide.



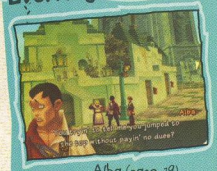


The first party

Confused? Building Jack's first party can be tricky. There are more than one hundred potential friends available, so Jack has some big choices to make. Clive is a decent choice due to his ability to heal, but Jack definitely needs a few more options.

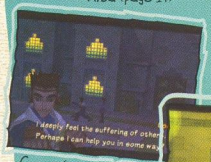
There is one suggested starting party that is fairly easy to recruit. The suggested characters are Alba (a rogue with a bad temper who can steal items from enemies), Cosmo (a skilled monk with vicious attacks), and Flora (a healer with far greater skill than Clive). All three are easy to locate and their recruitment tasks don't take much time to complete. It may be too difficult to recruit Cosmo at this point in the game due to his slightly higher level, but there are plenty of alternatives. The Tria Region is full of potential recruits who are easily swayed into joining Jack's adventure.

Evolving Party



Alba (page 19)

Flora is an excellent healer who can stay with Jack well into the 40s. Cosmo and Alba are good starting characters, but not the most efficient fighters. Keep recruiting and bringing in stronger fighters throughout the game. Higher-level characters are usually much more efficient party members than the lower-level characters.



Cosmo (page 31)



Flora (Page 40)

Free time

Jack has approximately one day to roam the city and surrounding countryside while recruiting as many folks as possible. Also, take this time to visit a few shops and pick up some new armor and a better weapon. The **Wind Garb** at the Dead End Armory shop is the best armor available for quite a while, so make the investment in it now. The Dead End Armory also sells the **Brionac**, a marvelous spear with the power to Paralyze opponents. The **Phantom Blade**, also sold at the Dead End Armory, is a cheaper alternative for now, if Jack is short on Dagols. It isn't as powerful as the Brionac, but it does have a Bind effect that's especially useful when dueling.



Jack automatically returns to Theater Vancoor at the appropriate time. Additionally, Jack can seek out Jarvis in the Hecton Squad Locker Room the following day to advance the story.

new recruits

recruit	level	page
Aidan	5	19
Alba	16	19
Aldo	16	20
Bran	6	24
Bruce	9	25
Butch	3	25
Carlos	4	26
Cecil	40	27
Chatt	18	89
Christoph	21	28
Claudia	23	28
Clive	1	29
Cornelia/Rachel	10	30
Cosmo	15	31
Dan	8	32

recruit	level	page
Dennis	15	34
Edgar	9	37
Ernest	14	41
Eugene	7	42
Faraus	9	42
Flora	5	44
Garcia	9	46
Gene	18	47
Golye	6	50
Gonber	14	50
Gregory	28	52
Howard	15	54
Hyann	16	102
Jared	12	55
Jill	25	56

recruit	level	page
Johan	6	58
Keaton	10	59
Leban	4	59
Lily	27	61
Lufa	23	104
Lulu	6	62
Lyle	7	62
Marietta	12	63
Martinez	28	106
Mook	12	64
Morfinn	6	65
Morgan	37	65
Nick	2	66
Paul	2	70
Pinky	9	70

recruit	level	page
Rika	19	112
Rolec	3	72
Romaria	15	112
Santos	20	113
Sarval	7	74
Solo	5	75
Stefan	5	77
Sunset	1	77
Synelia	1	78
Tarkin	11	79
Wal	13	82
Wyze	8	83
Zida	13	116

RADIATA COUNTRYSIDE



1	Adien Region	7	Nowem Region	13	Septem Region
2	Nuevo Village	8	Tria Region	14	Sediche Region
3	Dova Region	9	Solieu Village	15	Dichett Region
4	Cuatour Region	10	Tria Village	16	Desneuf Region
5	Ressan Tree	11	Ocho Region	17	Dysett Region
6	Elf Region	12	Dorse Region		

ADIEN REGION

enemies (normal)

BIRDCAGE INSECT

Level	2
HP	41
EXP	6
Element	None
Special	Nothing

BUBU

Level	5
HP	130
EXP	29
Element	Earth
Special	Paralyze

CARNIVORAT

Level	2
HP	29
EXP	7
Element	None
Special	Nothing

GIGA ANT

Level	4
HP	46
EXP	17
Element	None
Special	Nothing

RIPPLE BAT

Level	4
HP	54
EXP	22
Element	None
Special	Paralyze, Bind

ROLLY POLLY

Level	1
HP	35
EXP	5
Element	None
Special	Nothing

enemy encounters (normal)

enemy	definite enemy	possible enemy	exp	dagols
Birdcage Insect	Birdcage Insect (x4)	Giga Ant (x1)	24~41	4~8
Carnivorat	Carnivorat (x3), Giga Ant	Carnivorat, Bitty Ant (x2)	38~53	19~28
Giga Ant	Giga Ant (x2)	Giga Ant, Bitty Ant, Birdcage Insect	34~61	8~15
Bubu	Bubu (x2)	Bitty Ant (x2), Birdcage Insect		
Rolly Polly	Rolly Polly (x3), Bitty Ant	Carnivorat x1, Bitty Ant (x2), Giga Ant (x2)	19~68	8~25
Ripple Bat	Ripple Bat (x2), Birdcage Insect	Ripple Bat, Giga Ant	50~89	25~41

enemies (non-human side)



ALDO

Level	28
HP	657
EXP	350
Element	None
Special	Nothing



ALICIA

Level	32
HP	633
EXP	1274
Element	Wind
Special	Paralyze



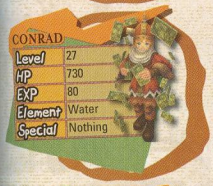
BURGLAR (B)

Level	28
HP	401
EXP	668
Element	None
Special	Paralyze, Steal



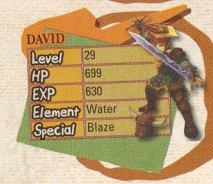
CAESAR

Level	36
HP	959
EXP	1594
Element	None
Special	Curse



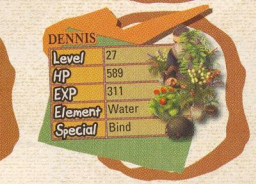
CONRAD

Level	27
HP	730
EXP	80
Element	Water
Special	Nothing



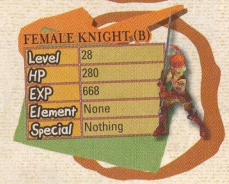
DAVID

Level	29
HP	699
EXP	630
Element	Water
Special	Blaze



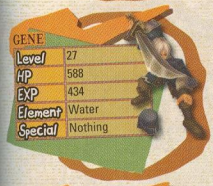
DENNIS

Level	27
HP	589
EXP	311
Element	Water
Special	Bind



FEMALE KNIGHT (B)

Level	28
HP	280
EXP	668
Element	None
Special	Nothing



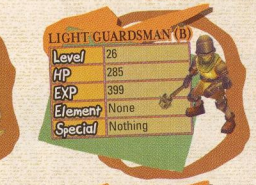
GENE

Level	27
HP	588
EXP	434
Element	Water
Special	Nothing



HEAVY GUARDSMAN (B)

Level	27
HP	258
EXP	435
Element	None
Special	Nothing



LIGHT GUARDSMAN (B)

Level	26
HP	285
EXP	399
Element	None
Special	Nothing



ROUND KNIGHT (C)

Level	28
HP	288
EXP	666
Element	None
Special	Nothing



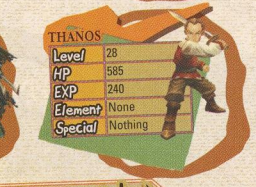
ROUND KNIGHT (D)

Level	29
HP	290
EXP	713
Element	None
Special	Nothing



SONATA

Level	34
HP	1200
EXP	1200
Element	None
Special	Curse, Steal



THANOS

Level	28
HP	585
EXP	240
Element	None
Special	Nothing



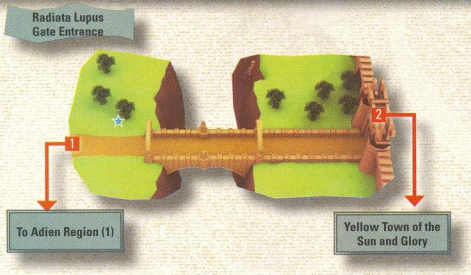
WALTER

Level	26
HP	443
EXP	861
Element	None
Special	Freeze

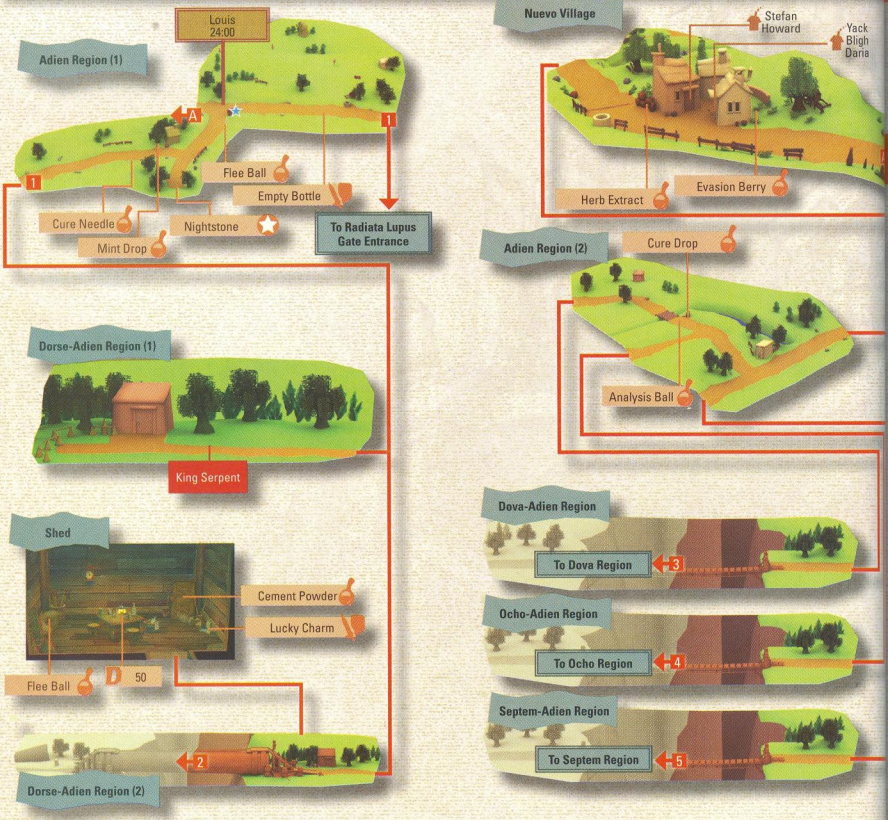
enemy encounters (non-human side)

enemy	definite enemy	possible enemy	exp	dagols
Alicia	Alicia (x1), Dennis (x1), Light Guardsmen (B) (x1)	Light Guardsman (x1)	2020~2455	617~644
Caesar	Caesar (x1), Aldo (x1), Light Guardsman (B) (x1)	Light Guardsman (B) (x1)	2379~2814	303~330
David	David (x1), Thanos (x1), Light Guardsman (B) (x2)	Light Guardsman (B) (x1)	1740~2175	447~474
Female Knight	Female Knight (B) (x3), Round Knight (C) (x1)	Female Knight (B) (x1), Round Knight (D) (x1)	2670~4051	524~800
Light Guardsman (B)	Light Guardsman (B) (x4), Heavy Guardsman (B) (x1)	Female Knight (B) (x1), Heavy Guardsman (B) (x1)	2031~3134	131~289
Sonata	Sonata (x1), Burglar (B) (x3)	Burglar (B) (X2)	3204~4540	339~565
Walter	Walter (x1), Conrad (x1), Gene (x1)	Light Guardsman (B) (x1)	1375~1774	671~697

ADIEN REGION 1



ADIEN REGION 2



enemies (normal)

BIRDCAGE INSECT



Level	2
HP	41
EXP	6
Element	None
Special	Nothing

BUBU



Level	5
HP	130
EXP	29
Element	Earth
Special	Paralyze

BURGLAR



Level	4
HP	123
EXP	37
Element	None
Special	Paralyze, Steal

GIGA ANT



Level	4
HP	46
EXP	17
Element	None
Special	Nothing

RIPPLE BAT



Level	4
HP	54
EXP	22
Element	None
Special	Paralyze, Bind

SPRAY SNAKE



Level	5
HP	118
EXP	25
Element	None
Special	Poison, Blind

TALL BEAST



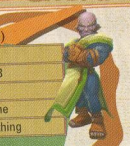
Level	11
HP	608
EXP	230
Element	Earth
Special	Nothing

enemy encounters (normal)

enemy	region	definite enemy	possible enemy	exp	dagols
Spray Snake	Dova	Spray Snake (x2)	Ripple Bat (x2)	50–94	28–52
Tall Beast	Dova	Tall Beast	Bubu, Burglar	230–296	87–320
Burglar	Dova	Burglar (x2)	Burglar (x2)	74–148	26–52
Giga Ant	Dova	Giga Ant (x3)	Bitty Ant (x3)	51–63	12–18
Bubu	Dova	Bubu (x2)	Bubu, Spray Snake	58–112	440–674
Ripple Bat	Dova	Ripple Bat (x3)	Ripple Bat	66–88	36–48

enemies (non-human side)

ACHILLES (B)



Level	33
HP	1593
EXP	434
Element	None
Special	Nothing

BURGLAR (B)



Level	28
HP	401
EXP	668
Element	None
Special	Paralyze, Steal

ELMO (B)



Level	30
HP	803
EXP	101
Element	None
Special	Nothing

EON



Level	29
HP	703
EXP	150
Element	None
Special	Blaze, Bind, Steal

FEMALE KNIGHT (B)



Level	28
HP	280
EXP	668
Element	None
Special	Nothing

FERNANDO



Level	43
HP	1223
EXP	2240
Element	None
Special	Freeze, HP Heal

GODWIN



Level	40
HP	1086
EXP	1950
Element	None
Special	HP Heal

HEAVY GUARDSMAN (B)



Level	27
HP	258
EXP	435
Element	None
Special	Nothing

INTERLUDE



Level	33
HP	280
EXP	684
Element	None
Special	Nothing

JOAQUEL (B)



Level	31
HP	1044
EXP	434
Element	None
Special	Steal

LIGHT GUARDSMAN (B)



Level	26
HP	285
EXP	399
Element	None
Special	Nothing

LILY



Level	30
HP	585
EXP	924
Element	None
Special	Nothing

MALE KNIGHT (B)



Level	29
HP	301
EXP	712
Element	None
Special	Nothing

MIRANDA (B)



Level	34
HP	767
EXP	741
Element	None
Special	HP Heal, Recove

NOCTURNE

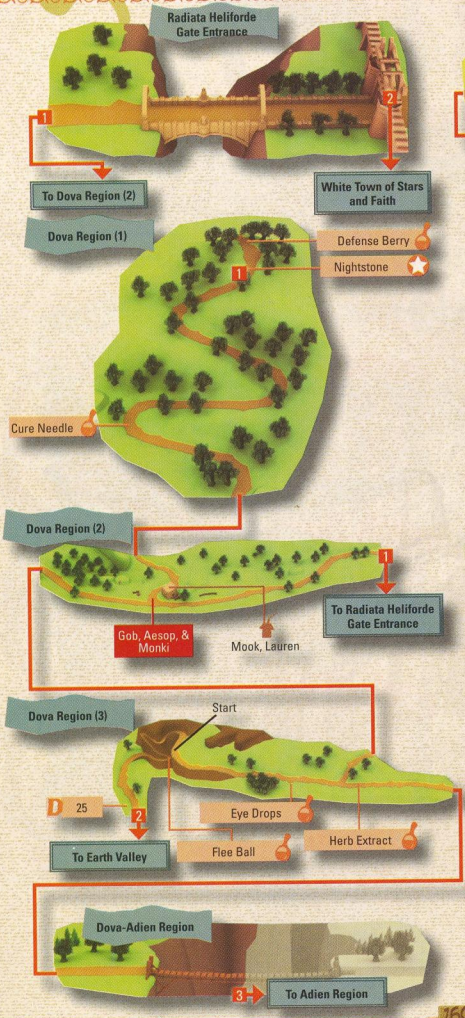


Level	44
HP	1983
EXP	2341
Element	None
Special	Steal

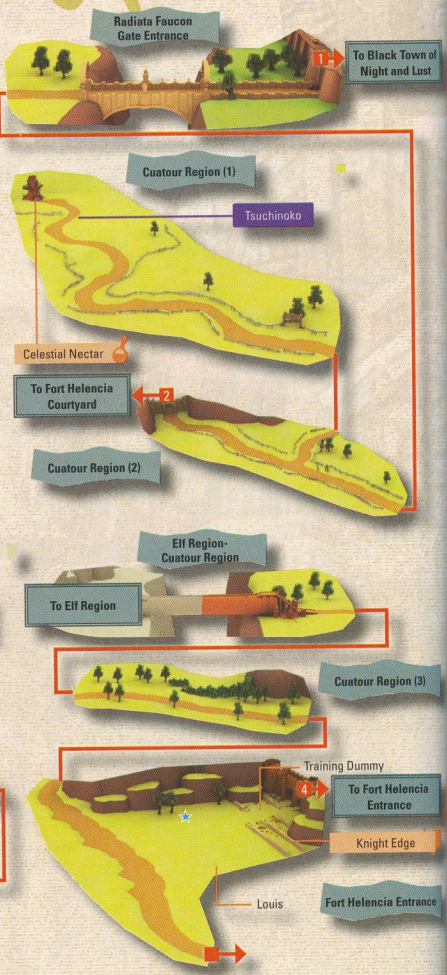
enemy encounters (non-human side)

enemy	definite enemy	possible enemy	exp	dagols
Elmo (B)	Elmo (B) (x1), Joaquel (B) (x1), Burglar (B) (x2)	Burglar (B) (x1)	1871~2539	467~580
Fernando	Fernando (x1), Achilles (B) (x1)	Heavy Guardsman (B) (x2)	2674~3544	1200~1254
Godwin	Godwin (x1), Miranda (B) (x1)	Light Guardsmen (B) (x2)	2691~3489	505~557
Heavy Guardsman (B)	Heavy Guardsman (B) (x3), Light Guardsman (B) (x1)	Male Knight (B) (x1), Light Guardsman (B) (x1)	2403~3514	107~257
Interlude	Interlude (x1), Burglar (B) (x3)	Burglar (B) (x2)	2688~4024	339~565
Lily	Lily (x1), Eon (x1), Burglar (B) (x2)	Burglar (B) (x1)	2410~3078	647~760
Male Knight (B)	Male Knight (B) (x3), Light Guardsman (B) (x1)	Female Knight (B) (x1)	2535~3203	398~529
Nocturne	Nocturne (x1), Burglar (B) (x3)	Burglar (B) (x2)	4345~5681	

Dova region



Cuatour region



enemies (normal)



BLAUNIEBEL

Level	13
HP	483
EXP	135
Element	Earth
Special	Nothing



HUNTERWOLF

Level	8
HP	194
EXP	67
Element	Earth
Special	Nothing



PARARAT

Level	6
HP	34
EXP	34
Element	None
Special	Nothing



RIPPLE BAT

Level	4
HP	54
EXP	22
Element	None
Special	Paralyze, Bind

enemy encounters (normal)

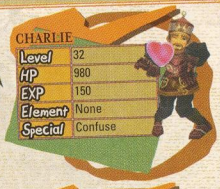
enemy	definite enemy	possible enemy	exp	dagols
Blauniebel	Blauniebel	Blauniebel, Hunterwolf, Pararat	135–371	84–205
Hunterwolf	Hunterwolf (x2)	Hunterwolf, Pararat	134–235	66–103
Ripple Bat	Ripple Bat (x4)	Hunterwolf	88–155	48–81

enemies (non-human side)



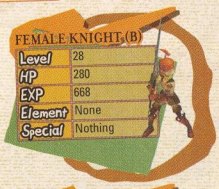
BLAUNIEBEL

Level	13
HP	483
EXP	135
Element	Earth
Special	Nothing



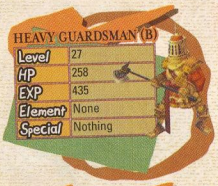
CHARLIE

Level	32
HP	980
EXP	150
Element	None
Special	Confuse



FEMALE KNIGHT (B)

Level	28
HP	280
EXP	668
Element	None
Special	Nothing



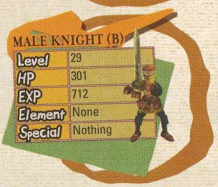
HEAVY GUARDSMAN (B)

Level	27
HP	258
EXP	435
Element	None
Special	Nothing



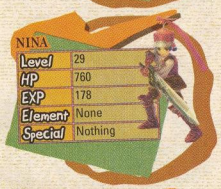
HUNTERWOLF

Level	8
HP	194
EXP	67
Element	Earth
Special	Nothing



MALE KNIGHT (B)

Level	29
HP	301
EXP	712
Element	None
Special	Nothing



NINA

Level	29
HP	760
EXP	178
Element	None
Special	Nothing



PARARAT

Level	6
HP	34
EXP	34
Element	None
Special	Nothing



PAUL

Level	30
HP	941
EXP	744
Element	None
Special	Confuse



PUTT

Level	27
HP	956
EXP	19
Element	None
Special	Nothing



ROUND KNIGHT (C)

Level	28
HP	288
EXP	666
Element	None
Special	Nothing



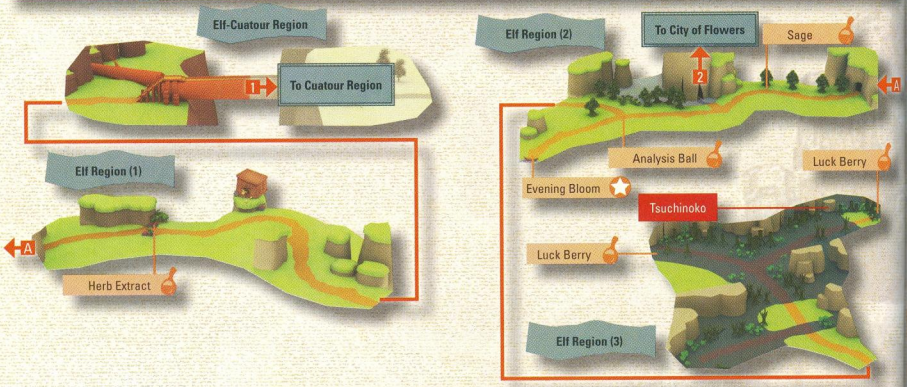
ROUND KNIGHT (D)

Level	29
HP	290
EXP	713
Element	None
Special	Nothing

enemy encounters (non-human side)

enemy	definite enemy	possible enemy	exp	dagols
Blauniebel	Blauniebel (x1)	Blauniebel (x1), Hunterwolf (x1), Pararat (x1)	135–371	84–205
Charlie	Charlie (x1), Male Knight (B) (x3)	Male Knight (B) (x2)	2286–3770	686–934
Hunterwolf	Hunterwolf (x2)	Hunterwolf (x1), Pararat (x1)	134–235	66–103
Nina	Nina (x1), Putt (x1), Female Knight (B) (x2)	—	1533	740
Paul	Paul (x1), Round Knight (D) (x3), Round Knight (C) (x2)	—	2152–3484	673–935
Round Knight (C)	Round Knight (C) (x2), Male Knight (B) (x1), Heavy Guardsman (B) (x1)	Round Knight (D) (x1), Heavy Guardsman (B) (x1)	2479–3627	413–585

Elf region



enemies (normal)

Bubble Frogger

Level	13
HP	138
EXP	85
Element	Water
Special	Confuse

Colossalizard

Level	11
HP	169
EXP	100
Element	None
Special	Nothing

Crocogator

Level	19
HP	1020
EXP	980
Element	Water
Special	Nothing

Crunchy Shell

Level	16
HP	223
EXP	397
Element	Water
Special	Nothing

Gobpakken

Level	7
HP	126
EXP	45
Element	Earth
Special	Paralyze, Confuse

Mist Frogger

Level	24
HP	204
EXP	206
Element	Water
Special	Bind

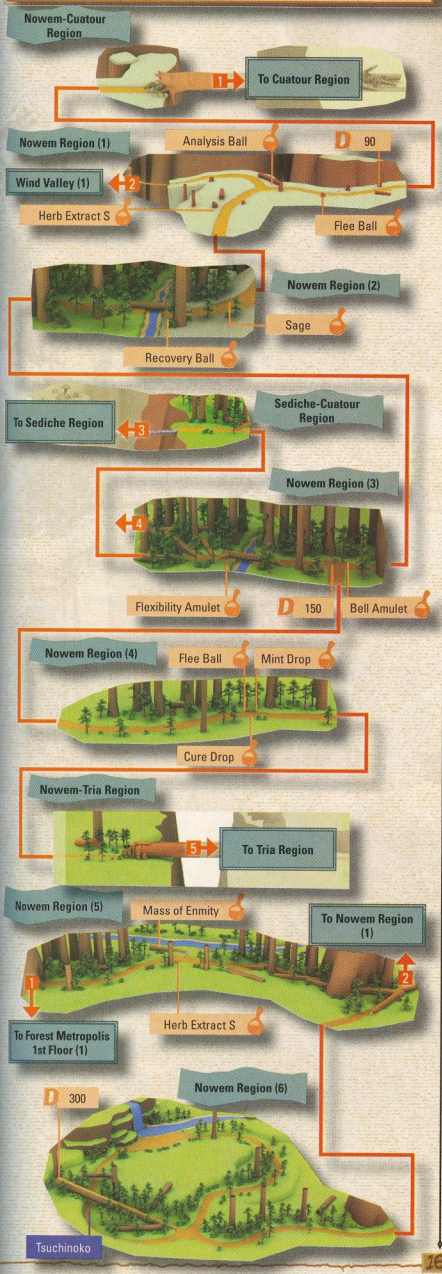
Whip Turtle

Level	14
HP	278
EXP	244
Element	Water
Special	Nothing

enemy encounters (normal)

enemy	definite enemy	possible enemy	exp	dagals
Bubble Frogger	Bubble Frogger (x3)	Bubble Frogger (x1), Mist Frogger (x1), Colossalizard (x1)	255–646	78–197
Colossalizard	Colossalizard (x3)	Colossalizard (x2), Gobpakken (x2), Bubble Frogger (x1)	300–675	108–324
Crocogator	Crocogator (x1)	Crunchy Shell (x1)	980–1377	5–19
Gobpakken	Gobpakken (x3)	Gobpakken (x1), Bubble Frogger (x1), Colossalizard (x1)	135–365	177–298
Whip Turtle	Whip Turtle (x2)	Whip Turtle (x1), Crunchy Shell (x1)	488–1129	206–323

NOWEM REGION



enemies (normal)

BIG JAWS

Level	8
HP	160
EXP	57
Element	None
Special	Poison

BIRDCAGE INSECT

Level	2
HP	41
EXP	6
Element	None
Special	Nothing

GIGA ANT

Level	4
HP	46
EXP	17
Element	None
Special	Nothing

HUNTERWOLF

Level	8
HP	194
EXP	67
Element	Earth
Special	Nothing

IVORY GOAT

Level	13
HP	205
EXP	57
Element	Earth
Special	Nothing

POINTURA

Level	9
HP	185
EXP	70
Element	Earth
Special	Paralyze, Poison

THUNDERWOLF

Level	26
HP	290
EXP	355
Element	Wind
Special	Paralyze, Bind

TRENT

Level	12
HP	302
EXP	117
Element	Earth
Special	HP Heal

RIPPLE BAT

Level	4
HP	54
EXP	22
Element	None
Special	Paralyze, Bind

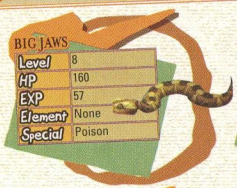
SPECKLED BUG

Level	8
HP	88
EXP	57
Element	Earth
Special	Poison

enemy encounters (normal)

enemy	definite enemy	possible enemy	exp	dagol's
Big Jaws	Big Jaws (x2)	Big Jaws (x2), Thunderwolf x1	114–583	376–840
Birdcage Insect	Birdcage Insect (x4)	Birdcage Insect (x3), Pointura (x2)	114–583	376–840
Hunterwolf	Hunterwolf (x2)	Hunterwolf, Pointura (x2)	134–341	66–151
Ivory Goat	Ivory Goat (x3)	Pointura, Giga Ant	171–258	105–135
Pointura	Pointura (x3)	Pointura, Ripple Bat (x2), Big Jaws	210–317	78–316
Speckled Bug	Speckled Bug (x4)	Speckled Bug (x2), Pointura (x2)	228–394	24–88
Trent	Trent (x2)	Trent (x2), Speckled Bug (x2)	234–582	130–272

enemies (human side)



BIG JAWS

Level	8
HP	160
EXP	57
Element	None
Special	Poison



BLACK GOBLIN

Level	26
HP	1235
EXP	554
Element	None
Special	Nothing



CLARENCE

Level	33
HP	862
EXP	1351
Element	None
Special	Nothing



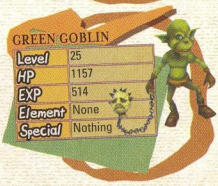
DARK ELF

Level	28
HP	1249
EXP	743
Element	None
Special	Blaze, HP Heal



FRANZ

Level	30
HP	971
EXP	208
Element	None
Special	Nothing



GREEN GOBLIN

Level	25
HP	1157
EXP	514
Element	None
Special	Nothing



GREEN ORC (A)

Level	25
HP	1168
EXP	514
Element	None
Special	Nothing



GREEN ORC (C)

Level	27
HP	1251
EXP	594
Element	None
Special	Nothing



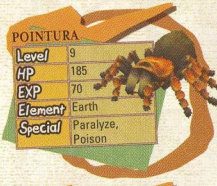
MARSHA

Level	30
HP	934
EXP	124
Element	None
Special	Blaze, Bind



MARTINEZ

Level	33
HP	833
EXP	990
Element	None
Special	Nothing



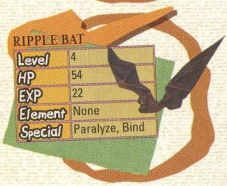
POINTURA

Level	9
HP	185
EXP	70
Element	Earth
Special	Paralyze, Poison



RIKA

Level	28
HP	697
EXP	480
Element	None
Special	Blaze, HP Heal



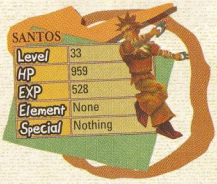
RIPPLE BAT

Level	4
HP	54
EXP	22
Element	None
Special	Paralyze, Bind



ROMARIA

Level	30
HP	783
EXP	311
Element	None
Special	Blaze, HP Heal, Recover



SANTOS

Level	33
HP	959
EXP	528
Element	None
Special	Nothing



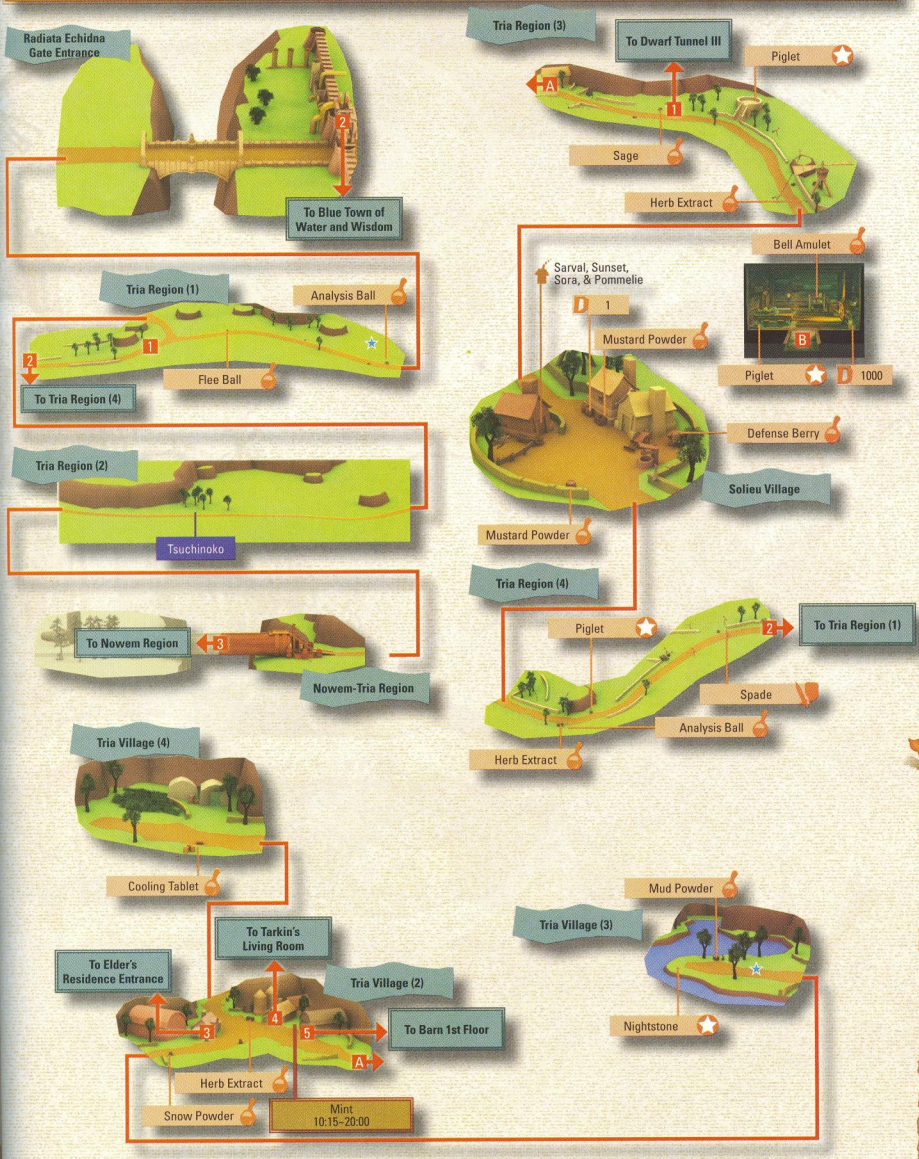
SERVA

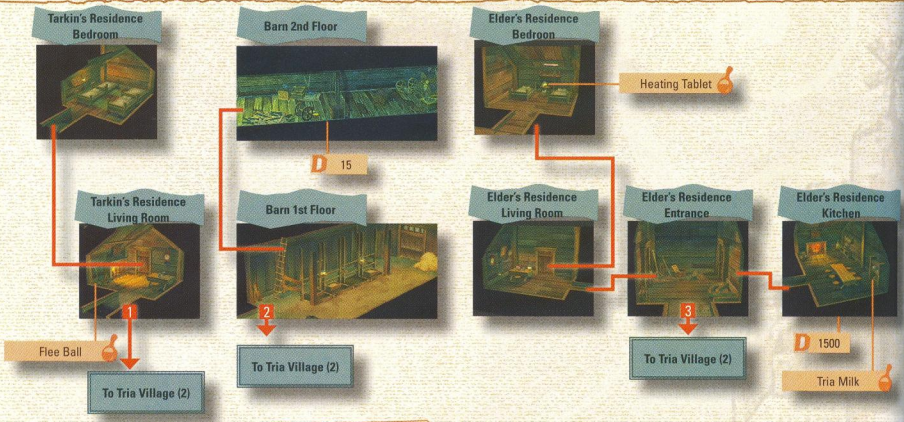
Level	30
HP	774
EXP	741
Element	None
Special	Nothing

enemy encounters (human side)

enemy	definite enemy	possible enemy	exp	dagol's
Clarence	Clarence (x1), Rika (x1), Black Goblin (x1)	—	2385	468
Dark Elf	Dark Elf (x3)	Dark Elf (x1)	2229–2972	1140–1520
Franz	Franz (x1), Serva (x1), Green Orc (A) (x1)	—	1463	1159
Martinez	Martinez (x1), Marsha (x1), Green Goblin (x1)	—	1628	546
Pointura	Pointura (x3)	Pointura (x1), Ripple Bat (x2), Big Jaws (x1)	210–317	78–316
Romaria	Romaria (x1), Santos (x1), Green Orc (C) (x1)	Dark Elf (x1)	1433–2176	1017–1397

TRIA REGION


Radiata Echidna Gate Entrance
2
To Blue Town of Water and Wisdom
Tria Region (1)
Analysis Ball
1
2
Flee Ball
To Tria Region (4)
Tria Region (2)
Tsuchinoko
To Nowem Region
3
Nowem-Tria Region
Tria Region (3)
To Dwarf Tunnel III
Piglet
A
1
Sage
Herb Extract
Bell Amulet
Sarval, Sunset, Sora, & Pommelie
D
1
Mustard Powder
B
Piglet
D
1000
Defense Berry
Solieu Village
Mustard Powder
Tria Region (4)
Piglet
2
To Tria Region (1)
Spade
Analysis Ball
Herb Extract
Tria Village (4)
Cooling Tablet
To Tarkin's Living Room
To Elder's Residence Entrance
Tria Village (2)
4
3
5
To Barn 1st Floor
A
Herb Extract
Snow Powder
Mint
10:15~20:00
Tria Village (3)
Mud Powder
Nightstone



enemies (normal)

MILITARAT

Level	7
HP	42
EXP	45
Element	None
Special	Nothing

PARARAT

Level	6
HP	34
EXP	34
Element	None
Special	Paralyze

RIPPLE BAT

Level	4
HP	54
EXP	22
Element	None
Special	Paralyze, Bind

SKULLHEAD

Level	23
HP	254
EXP	440
Element	None
Special	Blaze

WILLOW

Level	29
HP	380
EXP	793
Element	Earth
Special	HP Heal

enemy encounters (normal)

enemy	definite enemy	possible enemy	exp	dagols
Militarat	Militarat (x6)	Militarat (x3), Pararat (x1)	270–439	48–76
Pararat	Pararat (x4), Militarat (x2)	Pararat (x2), Militarat (x1), Skullhead (x1)	226–779	32–208
Ripple Bat	Ripple Bat (x5)	Ripple Bat (x3), Willow (x1)	110–969	60–199
Skullhead	Skullhead (x1)	Skullhead (x1)	440–880	160–320
Willow	Willow (x1), Ripple Bat (x1)	Ripple Bat (x1), Militarat (x3)	815–972	115–151

enemies (non-human side)

AIDAN

Level	29
HP	607
EXP	44
Element	Earth
Special	Nothing

ALBA

Level	28
HP	695
EXP	350
Element	Fire
Special	Steal

APPRENTICE (B)

Level	30
HP	376
EXP	761
Element	Water
Special	Freeze

ARDOPH

Level	27
HP	996
EXP	311
Element	None
Special	Curse



BURGLAR (B)

Level	28
HP	401
EXP	668
Element	None
Special	Paralyze, Steal



CECIL

Level	40
HP	906
EXP	1950
Element	None
Special	Nothing



CURTIS

Level	49
HP	2010
EXP	2880
Element	None
Special	Blaze



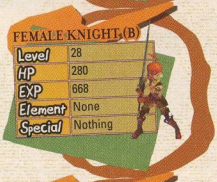
DIMITRI

Level	27
HP	825
EXP	274
Element	None
Special	Nothing



FELIX

Level	27
HP	438
EXP	924
Element	Water
Special	Freeze



FEMALE KNIGHT (B)

Level	28
HP	280
EXP	668
Element	None
Special	Nothing



HEAVY GUARDSMAN (B)

Level	27
HP	258
EXP	435
Element	None
Special	Nothing



HERZ

Level	29
HP	686
EXP	274
Element	None
Special	Confuse, Steal



IRIS

Level	39
HP	884
EXP	1858
Element	None
Special	Nothing



JARED

Level	25
HP	497
EXP	208
Element	None
Special	Paralyze, Steal



JILL

Level	29
HP	558
EXP	800
Element	None
Special	Blaze



LIGHT GUARDSMAN (B)

Level	26
HP	285
EXP	399
Element	None
Special	Nothing



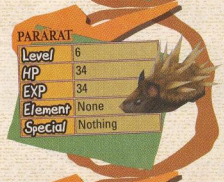
MILITARAT

Level	7
HP	42
EXP	45
Element	None
Special	Nothing



MORGAN

Level	37
HP	740
EXP	1680
Element	None
Special	Steal HP



PARARAT

Level	6
HP	34
EXP	34
Element	None
Special	Nothing



PINKY

Level	30
HP	711
EXP	124
Element	None
Special	Steal



ROUND KNIGHT (C)

Level	28
HP	288
EXP	666
Element	None
Special	Nothing



ROUND KNIGHT (D)

Level	29
HP	290
EXP	713
Element	None
Special	Nothing



SKULLHEAD

Level	23
HP	254
EXP	440
Element	None
Special	Blaze



SOLO

Level	30
HP	735
EXP	44
Element	None
Special	Steal



SUBORDINATE MAGE (B)

Level	32
HP	472
EXP	860
Element	None
Special	Curse



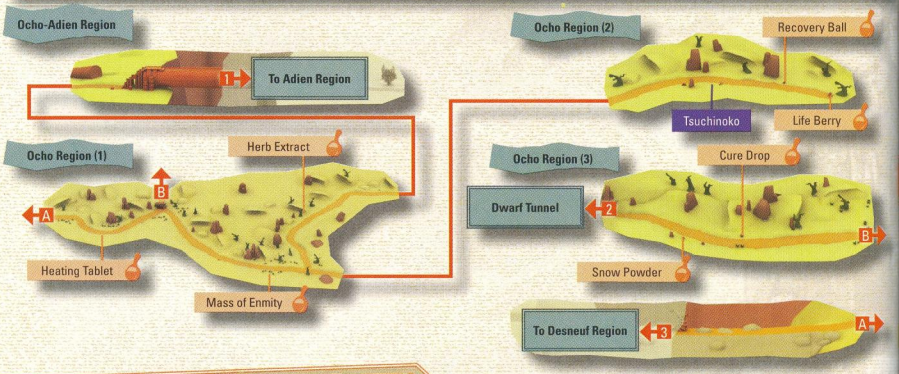
URSULA

Level	34
HP	611
EXP	1430
Element	Water
Special	Nothing

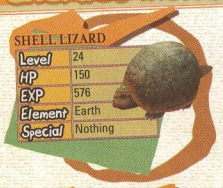
enemy encounters (non-human side)

enemy	definite enemy	possible enemy	exp	dagols
Alba	Alba (x1), Jared (x1), Burglar (B) (x2)	Burglar (B) (x1)	1894–2562	559–672
Apprentice (B)	Apprentice (B) (x3)	Subordinate Mage (B) (x1), Heavy Guardsman (B) (x1)	891–2186	231–436
Cecil	Cecil (x1), Felix (x1), Light Guardsman (B) (x1)	Light Guardsman (B) (x2)	3273–4071	341–393
Curtis	Curtis (x1), Morgan (x1)	Heavy Guardsman (B) (x2)	4560–5430	562–616
Dimitri	Dimitri (x1), Ardoph (x1), Aidan (x1)	—	629	525
Iris	Iris (x1), Herz (x1), Burglar (B) (x2)	Burglar (B) (x1)	3468–4136	1118–1231
Militarat	Militarat (x6)	Militarat (x3), Pararat (x1)	270–439	48–76
Pararat	Pararat (x4), Militarat (x2)	Pararat (x2), Militarat (x1), Skullhead (x1)	226–779	32–208
Pinky	Pinky (x1), Solo (x1), Burglar (B) (x2)	Burglar (B) (x1)	1504–2172	487–600
Round Knight (D)	Round Knight (D) (x2), Female Knight (B) (x1), Light Guardsman (B) (x1)	Round Knight (C) (x1)	2493–3159	447–578
Subordinate Mage (B)	Subordinate Mage (B) (x3)	Apprentice (B) (x1), Light Guardsman (B) (x1)	2580–3276	534–637
Ursula	Ursula (x1), Jill (x1), Light Guardsman (B) (x1)	Light Guardsman (B) (x1)	2629–3028	405–431

OCHO REGION



enemies (normal)



SHELL LIZARD

Level	24
HP	150
EXP	576
Element	Earth
Special	Nothing



SKULLHEAD

Level	23
HP	254
EXP	440
Element	None
Special	Blaze



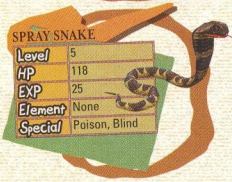
SMILODON ♂ (A)

Level	23
HP	352
EXP	440
Element	Earth
Special	Nothing



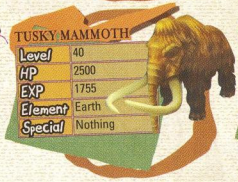
SMILODON ♂ (B)

Level	25
HP	402
EXP	514
Element	Earth
Special	Nothing



SPRAY SNAKE

Level	5
HP	118
EXP	25
Element	None
Special	Poison, Blind



TUSKY MAMMOTH

Level	40
HP	2500
EXP	1755
Element	Earth
Special	Nothing



TWIN HORN

Level	28
HP	456
EXP	476
Element	Earth
Special	Nothing

enemy encounters (normal)

enemy	definite enemy	possible enemy	exp	dagol's
Twin Horn	Twin Horn (x2)		952	138
Skullhead	Skullhead (x2)	Skullhead (x1), Shell Lizard (x1)	880–1896	320–514
Smilodon ♂ (B)	Smilodon ♂ (B) (x2)	Tusky Mammoth (x1)	1028–2783	84–1291
Spray Snake	Spray Snake (x4)	Tusky Mammoth (x1)	100–1855	56–1263

enemies (human side)



GREEN ORC (A)

Level	25
HP	1168
EXP	514
Element	None
Special	Nothing



GREEN ORC (B)

Level	26
HP	1081
EXP	554
Element	None
Special	Nothing



GREEN ORC (C)

Level	27
HP	1251
EXP	594
Element	None
Special	Nothing



GREEN ORC RIDER	
Level	29
HP	759
EXP	793
Element	None
Special	Nothing



JJ	
Level	46
HP	2820
EXP	2550
Element	None
Special	Nothing



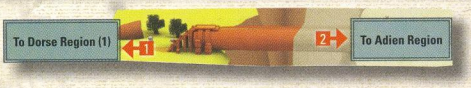
LIGHT ELF (A)	
Level	30
HP	1130
EXP	846
Element	Wind
Special	HP Heal

enemy encounters (human side)

enemy	definite enemy	possible enemy	exp	dagols
Green Orc (A)	Green Orc (A) (x2)	Green Orc (C) (x2)	1028–2216	1240–2316
Green Orc (C)	Green Orc (C) (x3)	Green Orc (B) (x1)	1782–2336	1614–2192
Green Orc Rider	Green Orc Rider (x1), Green Orc (C) (x1)	Green Orc (A) (x1)	1941–2455	1931–2551
JJ	JJ (x1), Green Orc (C) (x1), Light Elf (A) (x1)	—	3990	1763

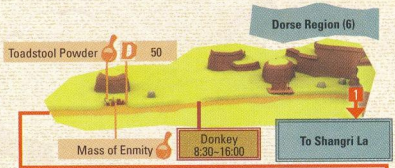
Dorse region

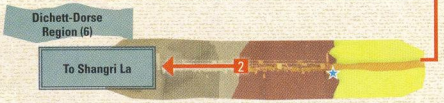
DORSE-ADIEN REGION



DORSE REGION



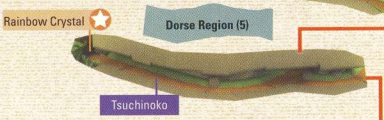




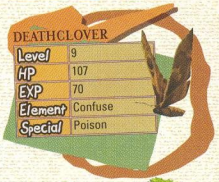








enemies (normal)



DEATHCLOVER

Level	9
HP	107
EXP	70
Element	Confuse
Special	Poison



KING SERPENT

Level	31
HP	1000
EXP	956
Element	None
Special	Nothing



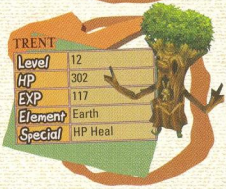
POINTURA

Level	9
HP	185
EXP	70
Element	Earth
Special	Paralyze, Poison



RIPPLE BAT

Level	4
HP	54
EXP	22
Element	None
Special	Paralyze, Bind



TRENT

Level	12
HP	302
EXP	117
Element	Earth
Special	HP Heal



ZEROTONE

Level	27
HP	438
EXP	594
Element	None
Special	Confuse

enemy encounters (normal)

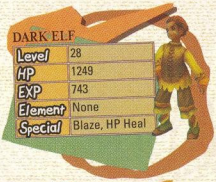
enemy	definite enemy	possible enemy	exp	dagols
King Serpent	King Serpent (x1)	Pointura (x3)	956–1166	432–510
Pointura	Pointura (x4)	Pointura (x1), Trent (x1), Deathclover (x2)	280–563	104–259
Ripple Bat	Ripple Bat (x5)	Ripple Bat (x3), Deathclover (x2)	110–316	60–160
Trent	Trent (x3)	Trent (x1), Pointura (x2), Deathclover (x2)	351–748	195–376
Zerotone	Zerotone (x2)	Ripple Bat (x2), Pointura (x1)	1188–1302	698–748

enemies (human side)



BEN

Level	31
HP	710
EXP	178
Element	None
Special	Steal



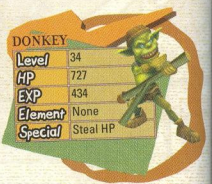
DARK ELF

Level	28
HP	1249
EXP	743
Element	None
Special	Blaze, HP Heal



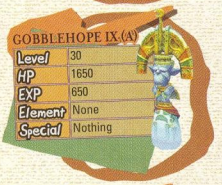
DEN

Level	31
HP	733
EXP	150
Element	None
Special	Nothing



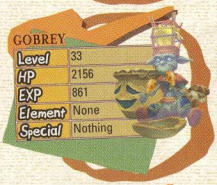
DONKEY

Level	34
HP	727
EXP	434
Element	None
Special	Steal HP



GOBBLEHOPE IX (A)

Level	30
HP	1650
EXP	650
Element	None
Special	Nothing



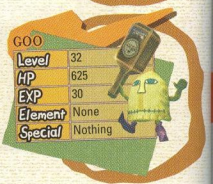
GOBREY

Level	33
HP	2156
EXP	861
Element	None
Special	Nothing



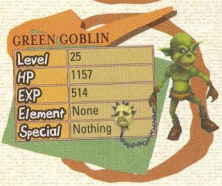
GONN

Level	30
HP	628
EXP	274
Element	None
Special	Nothing



GOO

Level	32
HP	625
EXP	30
Element	None
Special	Nothing



GREEN GOBLIN

Level	25
HP	1157
EXP	514
Element	None
Special	Nothing



GREEN ORC (A)

Level	25
HP	1168
EXP	514
Element	None
Special	Nothing



LIN

Level	32
HP	594
EXP	684
Element	None
Special	Confuse

enemy encounters (human side)

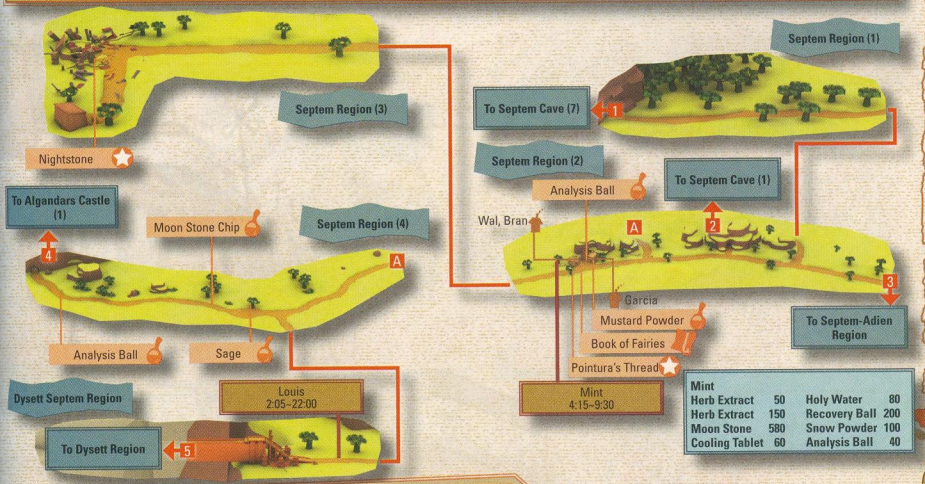
enemy	definite enemy	possible enemy	exp	dagols
Den	Den (x1), Lin (x1), Gonn (x1)	—	1108	179
Donkey	Donkey (x1), Green Orc (A) (x1), Dark Elf (x1)	—	1691~2706	9~22
Gobrey	Gobrey (x1), Ben (x1), Goo (x1)	—	1069	83
Green Goblin	Green Goblin (x3)	Green Goblin (x1), Gobblehope IX (A) (x1)	1542~2706	9~22

Septem Region

SEPTEM CAVE



SEPTEM REGION



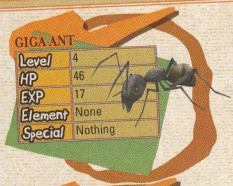
Mint			
Herb Extract	50	Holy Water	80
Herb Extract	150	Recovery Ball	200
Moon Stone	580	Snow Powder	100
Cooling Tablet	60	Analysis Ball	40

enemies



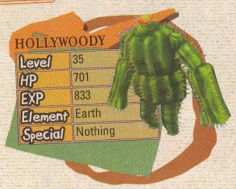
BLAUNIEBEL

Level	13
HP	483
EXP	135
Element	Earth
Special	Nothing



GIGA ANT

Level	4
HP	46
EXP	17
Element	None
Special	Nothing



HOLLYWOODY

Level	35
HP	701
EXP	833
Element	Earth
Special	Nothing



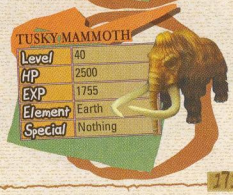
RIPPLE BAT

Level	4
HP	54
EXP	22
Element	None
Special	Paralyze, Bind



SMILODON ♀

Level	22
HP	380
EXP	354
Element	Earth
Special	Nothing



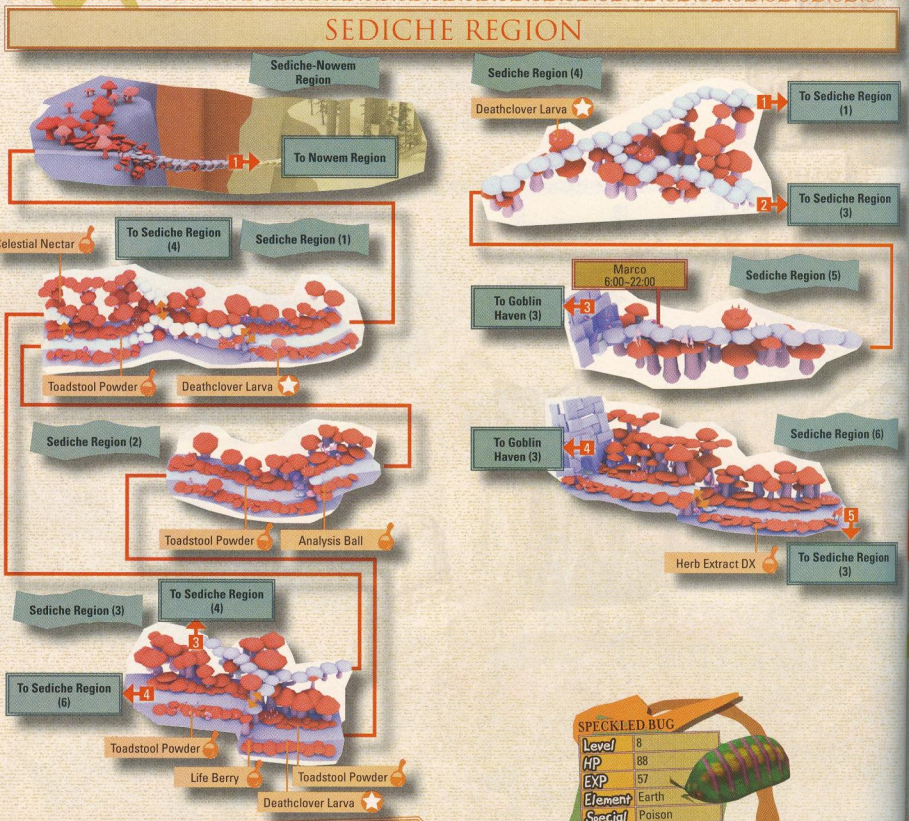
TUSKY MAMMOTH

Level	40
HP	2500
EXP	1755
Element	Earth
Special	Nothing

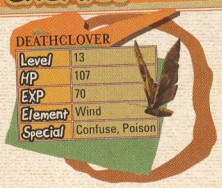
enemy encounters

enemy	definite enemy	possible enemy	exp	dagol's
Blauniebel	Blauniebel (x4)	Blauniebel (x1), Smilodon ♀	540–1029	336–535
Giga Ant	Giga Ant (x5), Similodon ♀	Giga Ant (x1), Blauniebel (x1)	793–945	250–338
Hollyoody	Hollywoody (x1)	Smilodon ♀ (x1), Ripple Bat (x3)	833–1253	138–289
Ripple Bat	Ripple Bat (x5)	Ripple Bat (x3), Hollywoody (x1)	110–1009	60–234
Smilodon ♀	Smilodon ♀ (x1)	Tusky Mammoth (x1)	354–2109	115–1322

Sediche region

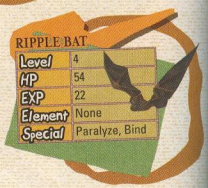


enemies







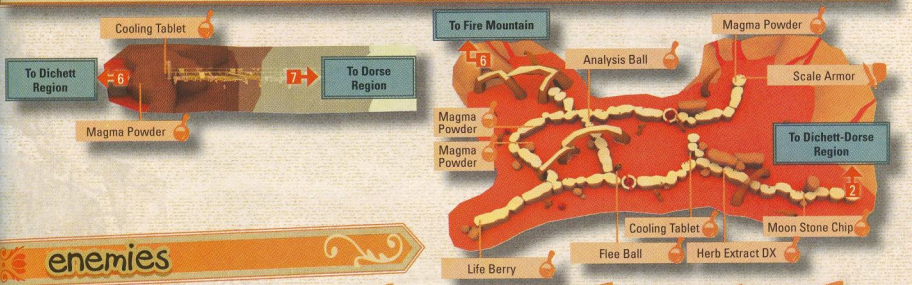


enemy encounters

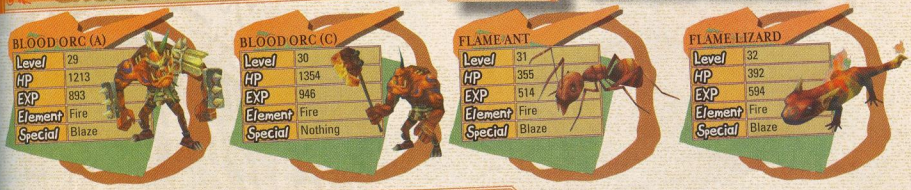
enemy	definite enemy	possible enemy	exp	dagols
Hunterwolf	Hunterwolf (x4)	Hunterwolf (x3), Deathclover (x1), Mantango (x2)	268–1199	132–281
Mantango	Mantango (x4)	Mantango (x3), Speckled Bug (x2), Deathclover (x1)	1416–2662	76–177
Speckled Bug	Speckled Bug (x3), Mantango (x1)	Speckled Bug (x2), Mantango (x2), Deathclover (x2)	525–1487	37–151

Dichett region

DICHETT REGION



enemies

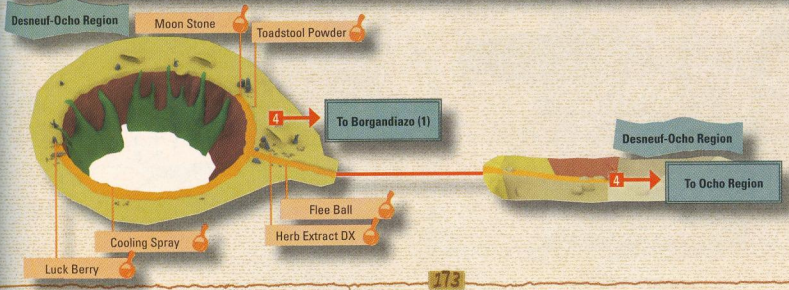


enemy encounters

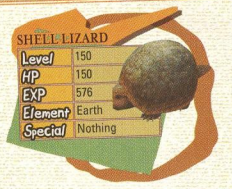
enemy	definite enemy	possible enemy	exp	dagols
Blood Orc (A)	Blood Orc (A) (x1)	Blood Orc (C) (x1)	893–1839	900–1035
Flame Ant	Flame Ant (x4)	Flame Ant (x4)	2056–4112	16–32
Flame Lizard	Flame Lizard (x3)	Flame Lizard (x2), Flame Ant (x1)	1782–3484	171–289

Desneuf region

DESNEUF REGION



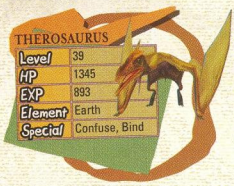
enemies (normal)



SHELL LIZARD	
Level	150
HP	150
EXP	576
Element	Earth
Special	Nothing



SKULLHEAD	
Level	23
HP	254
EXP	440
Element	None
Special	Blaze



THEROSAURUS	
Level	39
HP	1345
EXP	893
Element	Earth
Special	Confuse, Bind

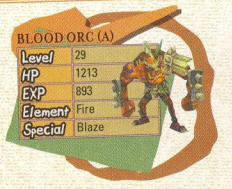


TWIN HORN	
Level	28
HP	456
EXP	476
Element	Earth
Special	Nothing

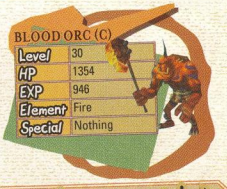
enemy encounters (normal)

enemy	definite enemy	possible enemy	exp	dagols
Shell Lizard	Shell Lizard (x3)	Shell Lizard (x1), Skullhead (x1)	1728~2744	102~295
Therosaurus	Therosaurus (x1)	Therosaurus (x1)	893~1786	875~1750
Twin Horn	Twin Horn (x2)	Shell Lizard (x2)	952~2104	138~206

enemies (human side)



BLOOD ORC (A)	
Level	29
HP	1213
EXP	893
Element	Fire
Special	Blaze



BLOOD ORC (C)	
Level	30
HP	1354
EXP	946
Element	Fire
Special	Nothing



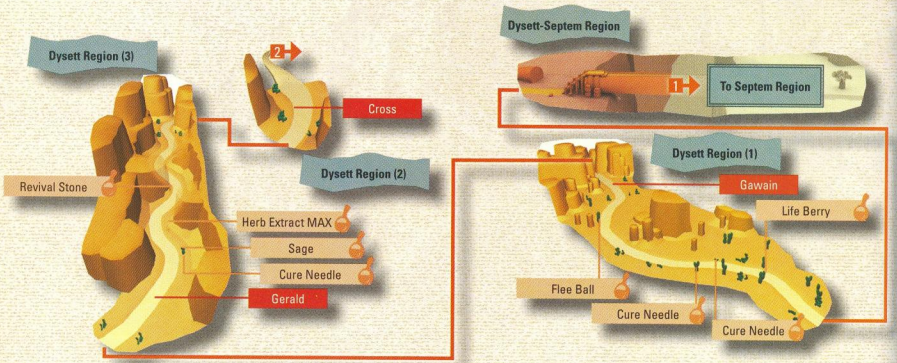
BLOOD ORC RIDER	
Level	32
HP	856
EXP	1056
Element	Fire
Special	Nothing

enemy encounters (human side)

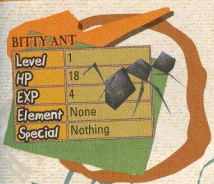
enemy	definite enemy	possible enemy	exp	dagols
Blood Orc (A)	Blood Orc (A) (x1)	Blood Orc (A) (x1), Blood Orc (C) (x1)	893~2732	900~1935
Blood Orc Rider	Blood Orc Rider (x1), Blood Orc (A) (x1)	Blood Orc (A) (x1), Blood Orc (C) (x1)	2895~4734	1405~2440

DYSETT REGION

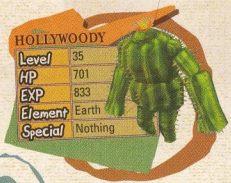
DYSETT REGION



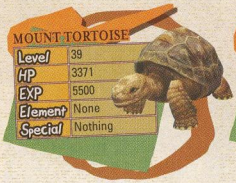
enemies



BITTY ANT	
Level	1
HP	18
EXP	4
Element	None
Special	Nothing



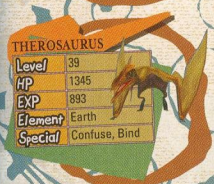
HOLLYWOODY	
Level	35
HP	701
EXP	833
Element	Earth
Special	Nothing



MOUNT TORTOISE	
Level	39
HP	3371
EXP	5500
Element	None
Special	Nothing



SMILODON ♂ (A)	
Level	23
HP	352
EXP	440
Element	Earth
Special	Nothing



THEROSAURUS	
Level	39
HP	1345
EXP	893
Element	Earth
Special	Confuse, Bind

enemy encounters

enemy	definite enemy	possible enemy	exp	dagols
Hollywoody	Hollywoody (x4)	Smilodon ♂ (A) (x2)	3332~4212	552~636
Mount Tortoise	Mount Tortoise (x1)	Bitty Ant (x3)	5500~5512	687~693
Therosaurus	Therosaurus (x2)	Therosaurus (x1), Hollywoody (x1)	1786~3512	1750~2763

JACK'S FIRST MISSION



tasks

1. Travel to the Elf Region.



3. Defeat a Crocogator.



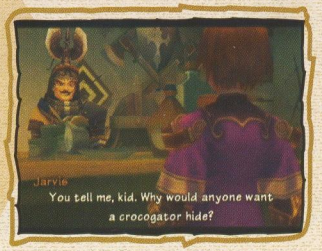
3. Take the Crocogator Skin to Anastasia.



4. Complete missions for Thanos.



The Hecton Squad has a new mission: the party must find a Crocogator for Anastasia in the Elf Region. Leave Theater Vancoor and head for the Echidna Gate off the Blue Town of Water and Wisdom, which leads to the Tria Region. Although this is a longer journey to the Elf Region, the reason for taking it is because Jack and Jarvis don't have permission to pass through Fort Helencia in the Cuatour Region.



Leona Weissheit



Go from the Path of Insanity and Fanaticism to the Blue Town of Water and Wisdom, which just happens to be near the Echidna Gate. Jack has a chance encounter with Leona Weissheit, Genius' sister.

Crocogators for Anastasia



Enter the Tria Region from the Echidna Gate and head west. Take the north road at the first fork in the path to reach the Nowem Region. Continue along the path and take a right at both forks in the road to reach the Cuatour Region and Fort Helencia's back door. This is a good spot to rest before proceeding to the Elf Region.

Easy Training



The dummy near Fort Helencia's back door is an excellent place to train. Use the restoration spot near the trail to fully heal Jack between exercises. This also helps conserve valuable Herb Extracts. As with the one-handed sword, attempt the spear exercises until the Thousand Spears Volty Blast is unlocked.



Continue east through the Cuatour Region to the Elf Region. Pass the City of Flowers and enter Elf Region (3) to locate the Crocogator.

Crocogator



LV	HP	ATK	DEF	EVA	LCK
19	1020	95	93	61	78

EXP	DAGOL	DROP
980	5	Herb Extract DX (5%)

ELE	POI	PAR	BLD	BND	FRZ
Water	C	D	D	D	B

BLZ	CON	CUR	PET	DTH
D	D	C	C	A

Moves	Element	Range	Arc	Power	Knock Back	Effect
Bite	None	Short	60	1	0.5	—
Tail Attack	None	Long	120	1.3	1	—



Split up so that Jack is opposite Jarvis.

The duo of Jarvis and Jack is a good match for this giant beast. Stand at the opposite end from Jarvis, as Jack can freely attack when the beast is threatening Jarvis. If it turns to face Jack, block and counterblow with single attacks while Jarvis unloads on its backside. For defeating this foe, the party receives a **Crocogator's Skin**.



Go wild whenever the boss is facing away from Jack.

Journey Pig Statues

Explore the rest of the region and then head back. Jarvis points out the Journey Pig Statue next to the City of Flowers. These statues act as transporters, enabling Jack to travel from one statue to another in the blink of an eye. Use the Journey Pig Statue and travel to the flashing statue on the map (Adien Region).



Payday



Enter the city and immediately go to the Olacion Order Shrine to hand over the Crocogator's Skin. Anastasia and company are always in her room to receive the item even if, technically, she should be somewhere else at the time. The party receives either 100 or 10,000 Dagols for their trouble, depending on the quality of the hide, which is randomly determined.

Freelance Work

Return to the Theater Vancoor and talk to Thanos at the front desk. He offers Jack four missions: Smilodon Fang, A Masterpiece of Fantasy, Vexatious Vermin, and Beasts by the Bridge. The missions that Thanos offers are not Hecton Squad missions, so Jack must form his own party from his friends. Most of these missions have no effect on the overall storyline, but they are an excellent way to earn some extra Dagols and experience.



A Masterpiece of Fantasy

SIDE MISSION

Client: Warc

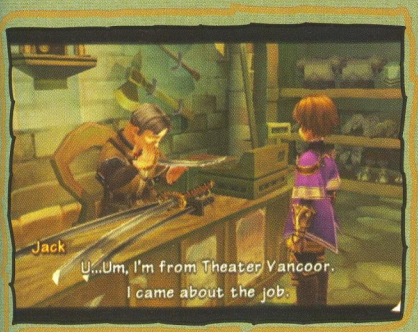
Pay: 2000 Dagols

Job: "I need someone to go to Earth Valley to pick up some weapons. Wanted: Someone who will handle these weapons with great care."

The Earth Valley maps are located on page 124.

Warc is located at The Survivor Armory, which is next door to Theater Vancoor. He explains the mission and asks the party to get packages from three dwarven weaponsmiths in Earth Valley: Brockle, Dyvad, and Gehrmann.

Use the Pig Statue at the Lupus Gate to transport the party to the Dova Region and Earth Valley. The three dwarves are easy to find, as their homes are positioned in a row directly below the city's entrance. Gather the parcels and transport the party back to Radiata. Give the goods to Warc, then pick up Jack's pay at Theater Vancoor.





Smilodon Fang

SIDE MISSION

Client: Dwight

Pay: 500 Dagols x number of fangs

Job: "Brave warrior needed to gather Smilodon Fangs. Needed to make a panacea. Come to Olacion for further details."

The Adien Region maps are located on page 158. The Ocho Region maps are located on page 168.

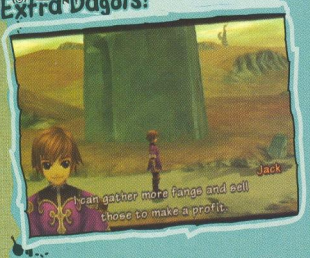
Go to the Olacion Order Shrine and find Dwight, the client, in his room in the Olacion Order Mortal Tree Hallway. They're looking for two Smilodon Fangs from the Ocho Region. To get there, leave the city via the Lupus Gate and enter the Adien Region. Pass through the countryside to the bridge that connects the Adien Region to the Ocho Region.

Smilodons are a common enemy in the Ocho Region, but so are many other dangerous creatures. Come prepared by bringing plenty of Herb Extracts and even a few Flee Balls just in case the situation gets serious. When the party encounters a Smilodon, defeat it to claim two Smilodon Fangs and return to the Olacion Order Shrine. Hand over the fangs to Dwight to claim the reward.





Extra Dagols?



Jack mentions that he can earn extra Dagols by finding additional Smilodon Fangs and selling them. Don't take this seriously; you cannot complete this mission a second time.

Beasts by the Bridge

SIDE MISSION

Client: Elef

Pay: 3000 Dagols

Job: "Get rid of the beasts by the bridge construction site so we can do our job! The bridge ain't building itself!"



Leave town from the nearby Lupus Gate and venture into the Adien Region. Hang a left at the first fork in the road, then take a right at the second fork to reach the Dorse-Adien Region bridge. This is where the client, Elef, is located. The worksite is being attacked by four Trents and a King Serpent.

KING SERPENT

LV	HP	ATK	DEF	EVA	LCK
31	1000	163	82	90	121
EXP	DAGOL	DROP			
956	432	Strength Berry (5%)			

ELE	POI	PAR	BLD	BND	FRZ
None	B	D	D	D	D
BLZ	CON	CUR	PET	DTH	
D	D	C	B	C	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Bite	None	Short	90	1	1.3	Knock Back

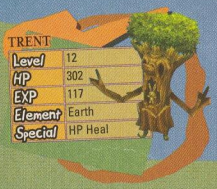
Defeat the Trents first, since they fall quickly. The King Serpent takes more effort due to its high HP. Surround it and take turns hitting the snake as it shifts. Watch everyone's HP closely and keep the healer active. This is a level 31 foe, so lower-level allies may take a nasty beating. Return to Theater Vancoor to collect the reward.



...then surround and pound the King Serpent.



Defeat the Trents first...



TRENT	
Level	12
HP	302
EXP	117
Element	Earth
Special	HP Heal

new recruits

enemy	level	page
Anastasia	30	22
Dwight	20	35
Elef	10	37
Grant	3	51
Hip	7	53
Ryan	10	73

THE SPREADING PLAGUE



tasks

1



Sleep at Jack's Place.

2



Visit Vancoor Square.

3



Check with Thanos at Theater Vancoor for missions.

Ms. Sheila's Sickness

Enter Jack's home between 9am and 8pm to advance the main storyline. It may be necessary to rest a couple of times, depending on the day. Ms. Sheila may be sick. Get to her home immediately, which is just across from the lottery booth in Vancoor Square. Return to Theater Vancoor after the encounter with Ms. Sheila.



A Duel in Broad Daylight



Enter the Hecton Squad Locker Room between 8am and 12pm to find Jarvis and Daniel. Jarvis and Jack end up dueling. Jarvis likes to begin his attacks with a sword thrust. Block the thrust and counterblow a few times to win the battle. Jarvis's stats are dependent on his level **prior** to the battle.

Vexatious Vermin

SIDE MISSION

Client: Vareth Institute

Pay: 3000 Dagols

Job: "Rid the cafeteria of rats so the students can eat lunch in a sanitary environment!"

Go to the Vareth Institute and speak to Roche at the front desk. She takes Jack to the cafeteria where the mission takes place. Daniel joins the party, replacing one of the current party members, and brings useful information about a special yellow rat. Focus on the Pararats and Militarats first, then take it to a second group of rats. Finally, take aim at the special yellow rat that makes an appearance.



SIDE MISSION

TAWNY RAT

LV	HP	Strength	DEF	EVA	LCK
26	1288	93	79	133	99
EXP	DAGOL	DROP			
1540	2477	Evasion Berry, Book of Recovery (100%)			

ELE	POI	PAR	BLD	BND	FRZ
None	A	D	D	D	D
BLZ	CON	CUR	PET	DTH	
A	D	D	D	A	

Moves		Range	Arc	Power	Knock Back	Effect
Bite	None	Short	0	0	0	—
Poison Spit	None	Long	0	0	0	Poison (2.0)
Confuse Gas			0	0	0	Confuse (2.0)
Mouse Call			0	0	0	Summon Militarat, Pararat, Carnivorat

Lock onto the Tawny Rat immediately and let the other party members dispose of the Pararats and Militarats while Jack fights the main boss. The Tawny Rat uses Poison and Confuse attacks, so watch everyone—especially Daniel—and call for healing and cures when necessary. Jack collects his reward automatically after the battle.

PARARAT

Level	6
HP	34
EXP	34
Element	None
Special	Paralyze

MILITARAT

Level	7
HP	42
EXP	45
Element	None
Special	Nothing



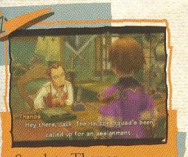
Lock onto the Tawny Rat while everyone else clears out the lesser foes.

NEW RECRUITS

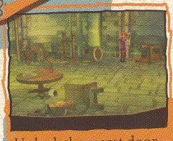
Recruit	Level	Page
Adina	17	???
Elena	17	???

THE STRATEGEM

tasks

1. 
Speak to Thanos.

2. 
Chase the Thugs to the vacant house.

3. 
Unlock the secret door.

4. 
Defeat Joaquel and Elmo.

5. 
Find the Void Community Sewer Entrance.

6. 
Make Sergeant.

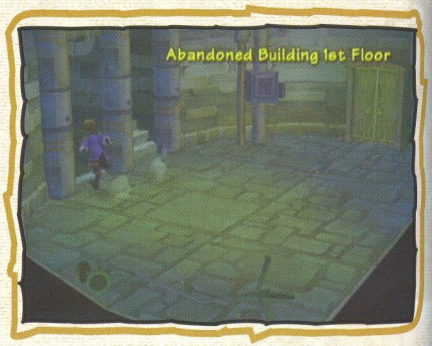
Return to Theater Vancoor in the morning after finishing the mission and talk to Thanos at the front desk. The Hecton Squad has a new mission. Jarvis, Daniel, and Jack must protect the princess while she shops in Radiata.



Follow her kidnappers to the Path of Insanity and Fanaticism. Jack won't deviate from the scripted path, so there's no getting lost. The thugs flee into a vacant house in the center of the street. Save and restore Jack's lost HP inside the house.



Go to the second floor and look for a large red switch on the back wall. Throw the switch to reveal a hidden staircase on the first floor. Walk downstairs and use the hidden staircase to catch up to the villains.



JOAQUEL

LV	HP	Strength	DEF	EVA	LCK
20	557	126	52	2	32
EXP	DAGOL	DROP			
434	35	???			

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D
BLZ	CON	CUR	PET	DTH	
D	D	D	D	D	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Joaquel Attack	None	Medium	40	1.0	0.5	—
Steal	None	Short	60	0.2	0	??? (1.0)

ELMO

LV	HP	Strength	DEF	EVA	LCK
13	360	80	60	87	41
EXP	DAGOL	DROP			
101	206	???			

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D
BLZ	CON	CUR	PET	DTH	
D	D	D	D	D	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Cutting Knives	Fire	Short	90	0.8	0.5	—
Thrust	Fire	Short	40	1.0	0.5	—

During the first round of this fight, try to avoid taking damage. Eventually, Daniel gets knocked out of the battle and the second round begins. This is when the enemies start taking real damage. Watch for Jarvis to attack one of the enemies, then attack the other so it's a one-on-one battle. Dodge their attacks or block and counterblow. If you're using a spear, this fight will be considerably easier, as the range of your weapon will keep the kidnappers from hitting you most of the time. Joaquel is slow and easy to dodge, which makes it simpler to attack from the back. Elmo is a bit more elusive, but considerably weaker.



Survive round one...



...then pair off and counterattack them into submission.

Path of the Spider

enemies



HEMUD

Level	18
HP	233
EXP	144
Element	Water
Special	Nothing
Region	



LITTLE OILY

Level	1
HP	58
EXP	0
Element	None
Special	Nothing
Region	



MILITARAT

Level	7
HP	42
EXP	45
Element	None
Special	Nothing
Region	



MUD BONE

Level	21
HP	200
EXP	225
Element	Water
Special	Nothing
Region	



MUD DILE

Level	29
HP	1360
EXP	993
Element	Water
Special	Petrify
Region	



MUD FIGHTER

Level	21
HP	259
EXP	228
Element	Water
Special	Nothing
Region	



MUD PAWN

Level	16
HP	190
EXP	67
Element	Water
Special	Paralyze
Region	



OILY BUG

Level	16
HP	116
EXP	197
Element	None
Special	Nothing
Region	



SHEMUD

Level	19
HP	228
EXP	170
Element	Water
Special	Poison
Region	



MUD MAGE

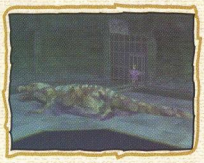
Level	20
HP	216
EXP	197
Element	Water
Special	Blind
Region	

enemy encounters

enemy	definite enemy	possible enemy	exp	dagol's
Hemud	Hemud (x3)	Mud Pawn (x2), Shemud	432–736	315–533
Militarat	Militarat x6	Oily Bug (x3)	270–861	48–180
Mud Bone	Mud Bone (x3)	Mud Pawn (x2), Mud Fighter	675–1037	240–426
Mud Dile	Mud Dile	Mud Fighter (x2)	993–1449	790–874
Mud Fighter	Mud Fighter (x3)	Mud Pawn (x2), Mud Mage (x1)	684–1015	126–328
Mud Pawn	Mud Pawn (x6)	Mud Pawn (x2), Mud Bone	402–761	432–656
Oily Bug	Oily Bug (x3)	Oily Bug, Little Oily (x4)	591–788	132–180
Shemud	Shemud (x3)	Mud Pawn (x2), Mud Bone	510–869	222–446
Mud Mage	Mud Mage (x3)	Mud Pawn (x2), Hemud	591–869	174–423

On the Run

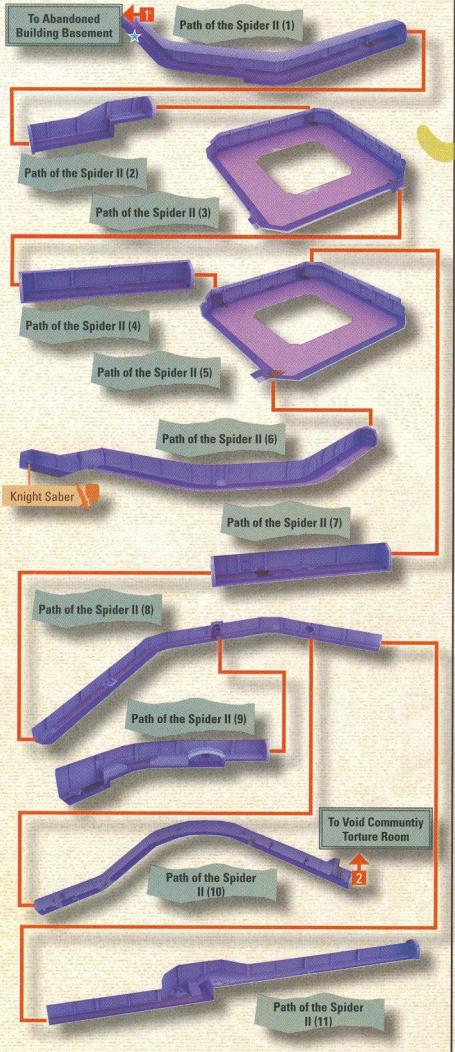
After the battle, the enemies flee into the sewers. Save and restore at the entrance. The path through the sewers is simple, but an enormous Mud Dile waits in the third section. Run counterclockwise around the room to avoid it, if desired.



There are three exits in the second square room. The rogues went through exit "01", but take a moment to explore "03" and collect the Knight Saber at the end.



PATH OF THE SPIDER



There's a long hall ahead that has three exits. The middle exit is a round pipe. Enter the pipe and follow it to its end at the Void Community, where the party finally catches up to the kidnappers.



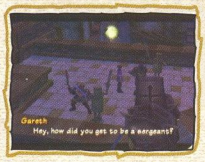
GROOMING A SUCCESSOR

Jack becomes a Sergeant in the guild the next day and receives a tutorial in the art of Linking. He can use his first Link, the Box Link, whenever the Volty Gauge contains at least 10 points, but the Volty Gauge drops by one point each time a party member gets hit.





The Skill Link system is also enabled. Party members share skills while linked. Jack may even permanently learn another character's skill in this manner. Becoming a Sergeant also opens many new recruits, starting with Gareth in the Training Facility.



There is plenty of free time now, as long as he avoids Vancoor Square for the moment. Spend some time recruiting around the guild and in the wild.

NEW RECRUITS

Recruit	Level	Page
Aesop	27	86
Ben	11	87
Bligh	9	24
Brie	15	88
Caesar	36	26
Conrad	7	30
Daniel	11	33
David	22	33
Den	10	91
Donkey	18	92
Eon	10	40
Gabe	17	95
Gareth	19	46
Giske	4	48
Gob	29	98
Gobrey	26	99
Golly	6	99
Gonn	14	100
Goo	4	100
Gordon	14	51
Iris	39	55
Jarvis	21	56
Lin	23	104
Mason	3	107
Monki	26	108

AN ECCENTRIC VISITOR



tasks

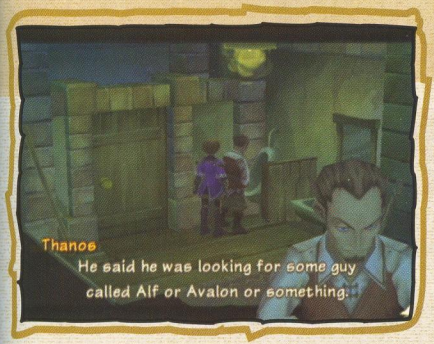
1. 
Speak to Thanos.

2. 
Check Vancoor Square.

3. 

Run missions for Thanos.

Check in with Thanos at Theater Vancoor. He mentions an odd-looking fellow who is searching for someone known as "Aphelion".



Track the stranger down by going to Vancoor Square. After several cinemas, Jack appears at his home. He now has two days to explore, recruit, and run missions until the next story-related event.



Stay Away

There's plenty to do before the next major story event. Jack has two full days to complete the missions and events until Leonard comes to visit. Stay away from Jack's home between the hours of 7 a.m. and 9 p.m., and only return home to save until all of the events are complete.

CREATURES OF THE SEWER

SIDE MISSION

Client: Unknown

Pay: 5000 Dagols

Job: "Strange moaning can be heard from the sewers lately. Please investigate this for the safety of the civilians."

Path of the Spider II

enemies

Hemud



Level	18
HP	233
EXP	144
Element	Water
Special	Nothing
Region	

Little Oily



Level	1
HP	58
EXP	0
Element	None
Special	Nothing
Region	

Militarat



Level	7
HP	42
EXP	45
Element	None
Special	Nothing
Region	

Mud Bone



Level	21
HP	200
EXP	225
Element	Water
Special	Nothing
Region	

Mud Pawn



Level	16
HP	190
EXP	67
Element	Water
Special	Paralyze
Region	

Oily Bug



Level	16
HP	116
EXP	197
Element	None
Special	Nothing
Region	

Mud Dile



Level	29
HP	1360
EXP	993
Element	Water
Special	Petrify
Region	

Mud Fighter



Level	21
HP	259
EXP	228
Element	Water
Special	Nothing
Region	

Shemud



Level	19
HP	228
EXP	170
Element	Water
Special	Poison
Region	

Mud Mage

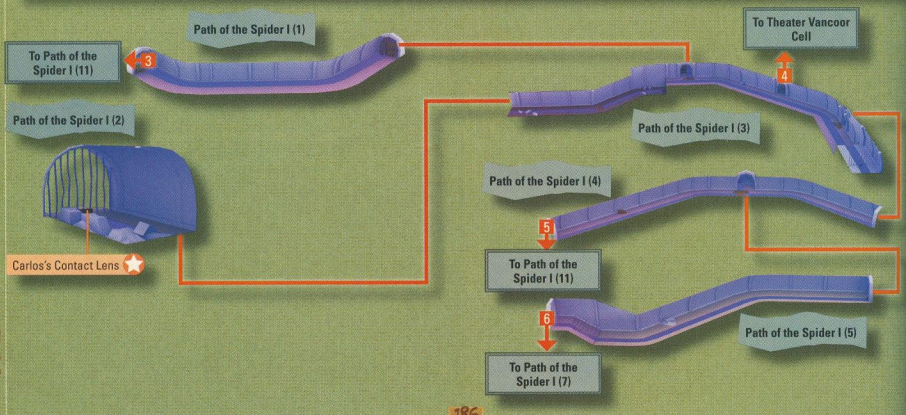


Level	20
HP	216
EXP	197
Element	Water
Special	Blind
Region	

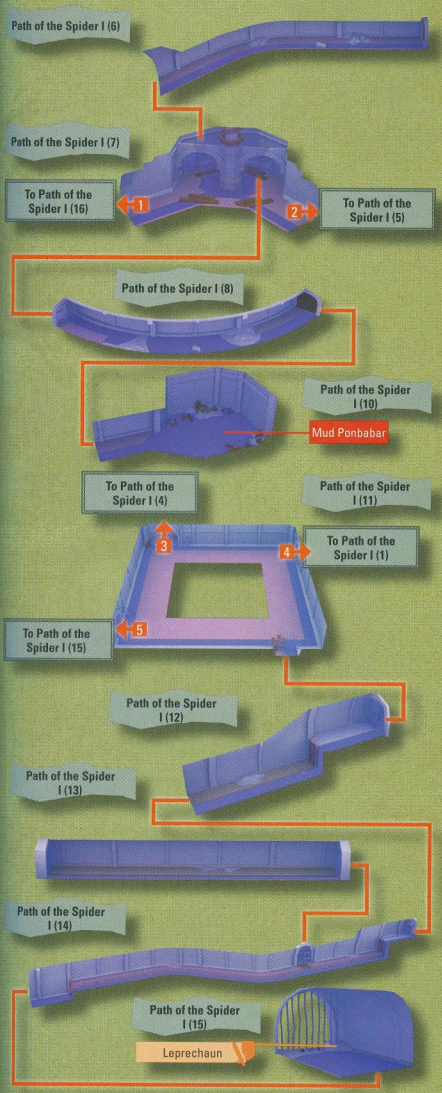
enemy encounters

enemy	definite enemy	possible enemy	exp	dagols
Hemud	Hemud (x3)	Mud Pawn (x2), Shemud	432–736	315–533
Militarat	Militarat x6	Oily Bug (x3)	270–861	48–180
Mud Bone	Mud Bone (x3)	Mud Pawn (x2), Mud Fighter	675–1037	240–426
Mud Dile	Mud Dile	Mud Fighter (x2)	993–1449	790–874
Mud Fighter	Mud Fighter (x3)	Mud Pawn (x2), Mud Mage (x1)	684–1015	126–328
Mud Pawn	Mud Pawn (x6)	Mud Pawn (x2), Mud Bone	402–761	432–656
Oily Bug	Oily Bug (x3)	Oily Bug, Little Oily (x4)	591–788	132–180
Shemud	Shemud (x3)	Mud Pawn (x2), Mud Bone	510–869	222–446
Mud Mage	Mud Mage (x3)	Mud Pawn (x2), Hemud	591–869	174–423

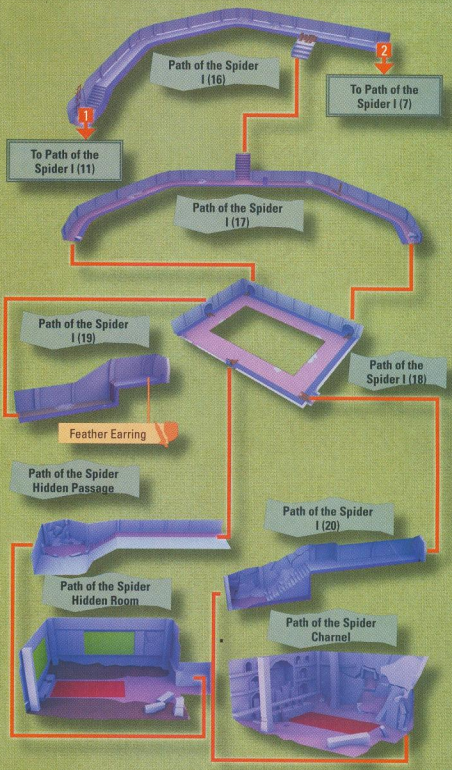
PATH OF THE SPIDER

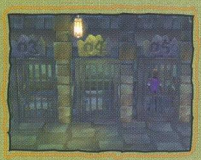


PATH OF THE SPIDER



PATH OF THE SPIDER







There's an entrance to the sewers in cell "05" on the bottom floor of Theater Vancoor. Use it to access the labyrinth known as Path of the Spider.

Go to the right at the base of the ladder and enter the gate near the end of the tunnel. Continue down the next tunnel and look for another gate set in the back wall midway down the tunnel. Pass through it to reach a long tunnel that ends with a short set of stairs. A room with falling water is at the top; enter the first door on the right in the back wall behind the falling water. Follow the halls to their end, turning right at the fork. (Path of the Spider 10) to find the boss.

MUD PONBABAR

LV	HP	Strength	DEF	EVA	LCK
31	3150	158	128	86	193
EXP	DAGOL	DROP			
4801	0	Luck Berry, Rune Saber (100%)			

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	D	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Tentacle Beat	None	Long	30	1.0	1.0	—
Gray Mud Mucus	None	Long	90	0.4	0.5	17 Gobs, Petrify (1.0)
Brown Mud Mucus	None	Long	90	0.6	0.5	17 Gobs
Empty Can Vomit	None	Long	90	0.4	0.5	17 Gobs, Confuse (2.0)
Gear Vomit	None	Long	90	0.4	0.5	17 Gobs
Poisonous Fog	None	Long	90	0.6	0.5	1~9 Hits, Poison (1.0)
Multiplication	None	—	—	—	—	Summon Mud Pawn

MUD PAWN

Level	16
HP	190
EXP	67
Element	Water
Special	Paralyze

This huge, deadly boss brings along some friends for this fight. Spend some time picking off the smaller foes before going after the big guy. The boss uses many different status attacks, but confuse is perhaps the most dangerous since it can turn the best fighter against the rest of the party. Make sure the party's healer can cure this status, or bring along plenty of Mint Drops. It's also helpful to have characters in the party with skills like Prevent Confuse, Prevent Petrify, and Prevent Poison so the party can share them while Linked. If Flora isn't around, Jack should equip the Status Cure Skill, if possible, and Link to share it with the rest of the party.

The attack plan is simple. The boss is large and takes up a great deal of space, so it's a little tricky to surround it with the Box Link. Instead, try the Wave Link. All four party members get to attack and quickly jump away, which keeps them away from the Mud Ponbabar's deadliest attacks. Keep a very close eye on everyone's HP and status, as well. Should the battle go poorly, have everyone back away from the boss and take it on one-on-one. Jack can easily dodge its slow attacks by himself and strike it in the back. It takes longer to defeat the enemy, but it's much safer. Return to Thanos to claim the reward, but the real treasure is the **Rune Saber** that the creature drops. Equip it immediately!

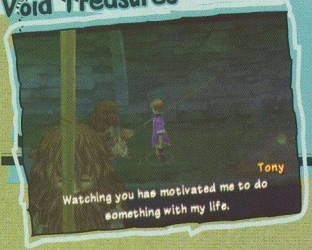


Be prepared to cure the Mud Ponbabar's negative status attacks.



The Wave Link enables the party to attack and retreat to a safe range.

Void Treasures



There's plenty of the sewer area left to explore. Take some time to check it out and gather the hidden Void treasures. Also, talk to the disheveled Tony on the way out as he may be ready to join the Friends List!

Treasure of Goblin Cemetery

SIDE MISSION

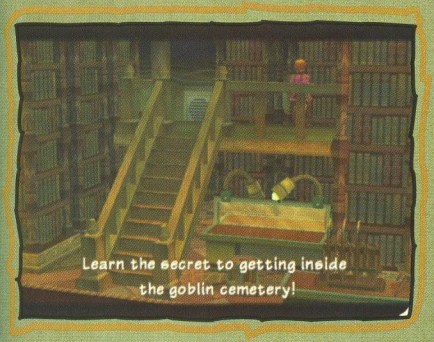
Client: Me, the great

Pay: 3000 Dagols

Job: "Rumor has it that valuable treasure is hidden in the Goblin Cemetery. You'll get it for me, right?"

The Adien Region maps are located on page 158. The Dorse Region maps are located on page 169.

Thanos explains that the Goblin Cemetery is in the Dorse Region, however, the entrance is sealed tight. He suggests checking the Vareth Magic Institute library for clues on how to get inside. Check the bookshelves at the top of the library with ● to find the password into the cemetery.



Leave the city from the Lupus Gate to reach the Adien Region. Hang a left at the first fork in the road and follow the path to the Dorse-Adien Region bridge. The first part of the Dorse Region is a large maze. Take the path straight through the center and look for a camouflaged fork across the tunnel/bridge. Take the left path to find the Goblin Cemetery.



Shangri La Shopping

Don't miss the shops in Shangri La on the way to the Goblin Cemetery.



GOO (24 HOURS)

item	rate
Phantom Edge	2500 Dagols
Steel Saber	5600 Dagols
Aqua Chopper	4400 Dagols
Steel Pike	7200 Dagols
Garden Fork	100 Dagols
Knight Spear	500 Dagols
Wind Garb	7800 Dagols
Wooden Breastplate	9000 Dagols



GABE (00:00-04:00/07:55-12:00/15:55-20:00)

item	rate
Herb Extract	50 Dagols
Herb Extract S	150 Dagols
Moon Stone Chip	160 Dagols
Revival Stone Chip	1200 Dagols
Cure Drop	70 Dagols
Mint Drop	50 Dagols
Recovery Pills	200 Dagols
Toadstool Powder	80 Dagols
Flee Ball	60 Dagols
Skill Upper	400 Dagols
Luck Bracelet	400 Dagols



DONKEY (8:30-16:00)

item	rate
Invasion	1000 Dagols
Earth Dragon Attack	1000 Dagols
Dwarf Tunnel	1000 Dagols
Tension	1000 Dagols
Conspiracy	1000 Dagols
War	1000 Dagols
Battle 1	1000 Dagols
Battle 2	1000 Dagols
Battle 3	1000 Dagols
Uber-Enemy 1	1000 Dagols
Uber-Enemy 2	1000 Dagols
Defeat	1000 Dagols

enemies

BIRDCAGE INSECT



Level	2
HP	41
EXP	6
Element	None
Special	Nothing
Region	

BITTY HOPPER



Level	3
HP	55
EXP	10
Element	None
Special	Nothing
Region	

BONE GOBLIN



Level	17
HP	202
EXP	75
Element	None
Special	Nothing
Region	

DEATHCLOVER



Level	9
HP	107
EXP	70
Element	None
Special	Confuse, Poison
Region	

GIGA HOPPER



Level	9
HP	109
EXP	70
Element	None
Special	Nothing
Region	

MILITARAT



Level	7
HP	42
EXP	45
Element	None
Special	Nothing
Region	

PARARAT



Level	6
HP	34
EXP	34
Element	None
Special	Paralyze
Region	

PHANTOM



Level	19
HP	196
EXP	270
Element	None
Special	Curse, HP Heal
Region	

POINTURA



Level	9
HP	185
EXP	70
Element	Earth
Special	Paralyze, Poison
Region	

RIPPLE BAT



Level	4
HP	54
EXP	22
Element	None
Special	Paralyze, Bind
Region	

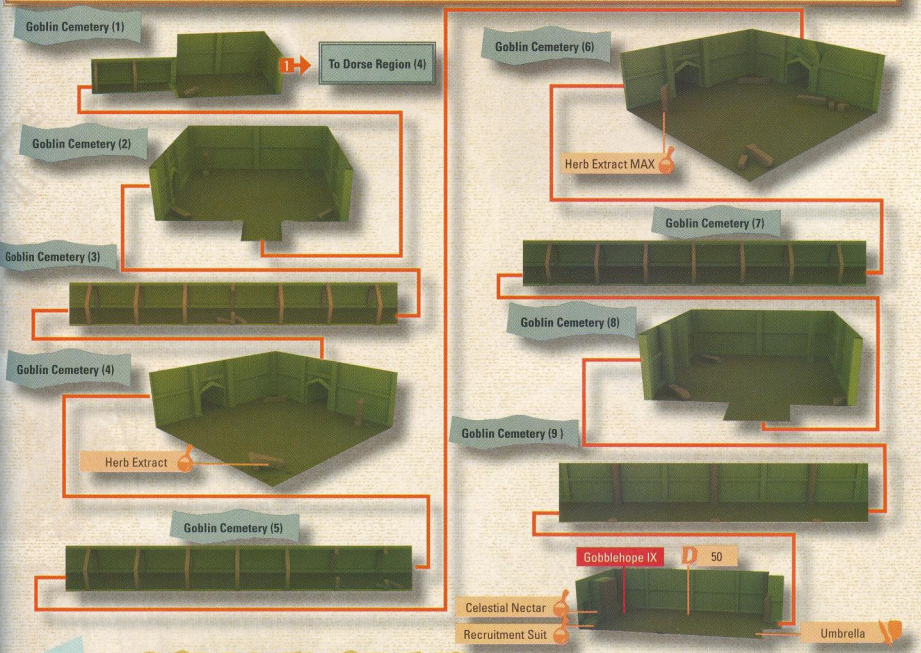
enemy encounters

enemy	definite enemy	possible enemy	exp	dagols
Militarat	Militarat (x3), Pararat (x2)	Militarat (x3), Bone Goblin, Phantom	203–683	32–101
Pararat	Pararat (x5), Militarat	Phantom (x2)	215–755	28–34
Birdcage Insect	Birdcage Insect (x6), Phantom	Birdcage Insect (x2), Bitty Hopper	306–328	9–15
Phantom	Phantom (x3)	Phantom, Pararat, Militarat (x3)	810–1249	9–40
Pointura	Pointura (x3)	Pointura, Bone Goblin (x2), Phantom	210–700	78–191
Bone Goblin	Bone Goblin (x4)	Bone Goblin (x2), Phantom (x2)	300–990	168–258
Giga Hopper	Giga Hopper (x3), Bitty Hopper (x2)	Bitty Hopper (x2), Deathclover (x3)	230–460	53–157
Ripple Bat	Ripple Bat (x3), Deathclover	Pararat (x2), Deathclover (x2)	136–344	68–140

The Goblin Cemetery is very straightforward. There's one path from the start to the end and plenty of enemies along the way. This is an excellent leveling ground, so fight most opponents. Be on the lookout for Bone Goblins that emerge from the ground. They're very slow to appear, so it's possible to pass by them most of the time. The treasure room at the far end of the cemetery is home to a powerful spirit.



GOBLIN CEMETERY



GOBBLEHOPE IX

LV	HP	Strength	DEF	EVA	LCK
30	1650	151	50	255	123
EXP	DAGOL	DROP			
650	10	Flee Ball, Mystery Berry			

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Lightning Bolt	Wind	Mid	0	1.5	0	—
Goblin Resurrection	—	—	—	—	—	Summon Bone Goblin
Fade	—	—	—	—	—	Warp Across the Room



Search for Gobblehope in the room full of Bone Goblins...

Gobblehope has an unending supply of Bone Goblin minions at his command. Try to ignore them as much as possible and focus on Gobblehope. He disappears after staying in one spot for a few seconds, then reappears elsewhere in the room. Obviously, this makes it very difficult to target him. Hunt down the boss after each disappearance and lay into him with a Volty Blow whenever possible.

Watch everyone's health and command the party's healer to restore lost HP when necessary. It also helps to use some of Jack's party commands at the start of the battle to increase attack power—or even defense—against the initial group of Bone Goblins. As the other party members attack the Bone Goblins, the Volty Gauge fills. Jack can always hit Gobblehope with a Volty Blast if the gauge maxes out during the fight.

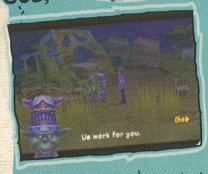


...then lock on and use a Volty Blow to cause maximum damage before he vanishes again.

Search the chests after the battle to find the treasure, then return to the guild to get paid. Use the Journey Pig Statue near Shangri La to shorten the return trip.



Gob, Aesop, Monki



On the way in or out, the party may encounter the goblin trio of Gob, Aesop, and Monki again. The strategy for fighting them is the same as the first battle. Lock onto Monki and attack with everything in Jack's arsenal. When Monki is defeated, the Link is permanently broken and the remaining goblins are easily defeated. Afterward, Jack can "punish them", "let them go", or "ask them to join" him. Choose to "let them go" and the goblins decide to join Jack's ranks!

The Ultimate Battle

SIDE MISSION

Client: Ursula

Pay: 8000 Dagols

Job: "Chief Elwen, the time has come for you to prove your strength. Do you dare challenge my golem to a battle?"

Take the request to Elwen on the fourth floor of Theater Vancoor. She asks Jack to take her place by facing the golem at the Echidna Gate. Go there right away to meet Ursula.



Melissa

LV	HP	Strength	DEF	EVA	LCK
27	3200	178	134	137	109
EXP	DAGOL	DROP			
3030	0	Evasion Berry (100%)			

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	D	D	A
BLZ	CON	CUR	PET	DTH	
D	D	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Bomb	Fire	Long	0	1.0	1.0	1~6 Hits
Vertical Punch	None	Short	40	1.0	1.0	
Hip Press	None	Short	360	1.2	1.3	Knock Back
Fog of Pollution	None	Mid	0	0	0	1~4 Hits, Poison/Blind/ Confuse (2.0)



Unleash Jack's best attacks when the golem falls down.

Melissa, Ursula's creation, is huge and powerful but slow. Stay near the golem and run circles around it. Attack it in the back its attacks miss. It's best to use single stroke attacks that hit multiple times (like the Downward Thrust 2-Handed Sword Attack Otherwise, Jack may get only one or two hits in before having to dance back out of range. Jack's best opportunity to cause damag occurs when the boss falls down.

Also, beware of Melissa's hopping attack: get away fast when it leaps into the air. Its landing creates a shockwave that damages anyone who is nearby. Come prepared to fight its negative status effects, too. The Status Cure Skill is very helpful, but some medicine will get the job done. Return to Theater Vancoor to accept Jack's payment after winning the battle.

Gonovitch's Dilemma

SIDE MISSION

Client: Gonovitch

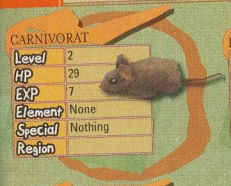
Pay: 4000 Dagols

Job: Monsters are raiding the mines and we can't mine for ore. Please get rid of them immediately.

enemy encounters

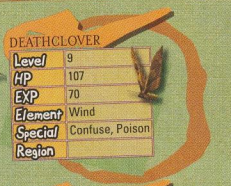
enemy	definite enemy	possible enemy	exp	dagols
Militarat	Militarat (x4)	Militarat (x4), Flash Monkey (x1), Deathclover (x1)	180–455	32–118
Robo Dwarf B	Robo Dwarf B (x3)	Robo Dwarf B (x1), Robo Dwarf R (x1), Deathclover (x1)	105–245	30–82
Robo Dwarf R	Robo Dwarf R (x3)	Robo Dwarf B (x1), Robo Dwarf R (x1), Deathclover (x1)	105–245	30–82
Flash Monkey	Flash Monkey (x3)	Flash Monkey (x1), Robo Dwarf B (x1)	75–135	66–98
Carnivorat	Carnivorat (x4)	Militarat (x1), Carnivorat (x1), Deathclover (x2)	28–220	20–97

enemies



CARNIVORAT

Level	2
HP	29
EXP	7
Element	None
Special	Nothing
Region	



DEATHCLOVER

Level	9
HP	107
EXP	70
Element	Wind
Special	Confuse, Poison
Region	



ROBO DWARF B

Level	3
HP	120
EXP	35
Element	None
Special	Nothing
Region	



ROBO DWARF R

Level	3
HP	110
EXP	33
Element	None
Special	Nothing
Region	



FLASH MONKEY

Level	5
HP	123
EXP	25
Element	None
Special	Blind, Steal
Region	

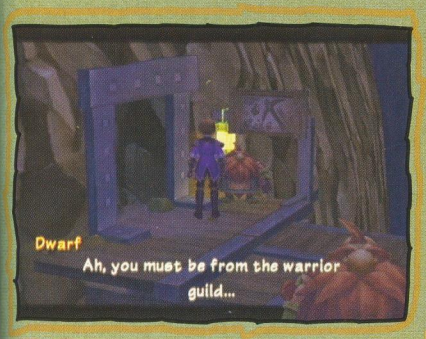


MILITARAT

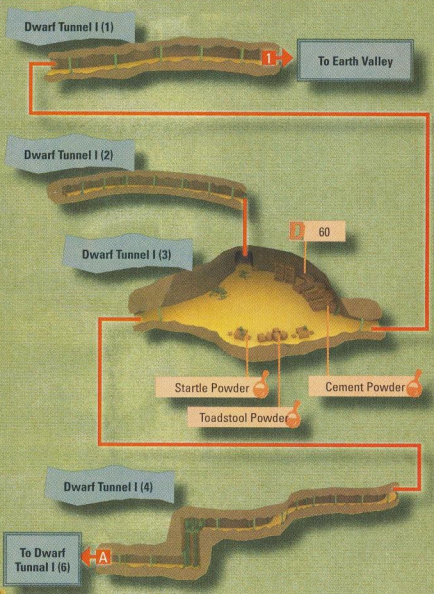
Level	7
HP	42
EXP	45
Element	None
Special	Nothing
Region	

The Earth Valley maps are located on page 124.

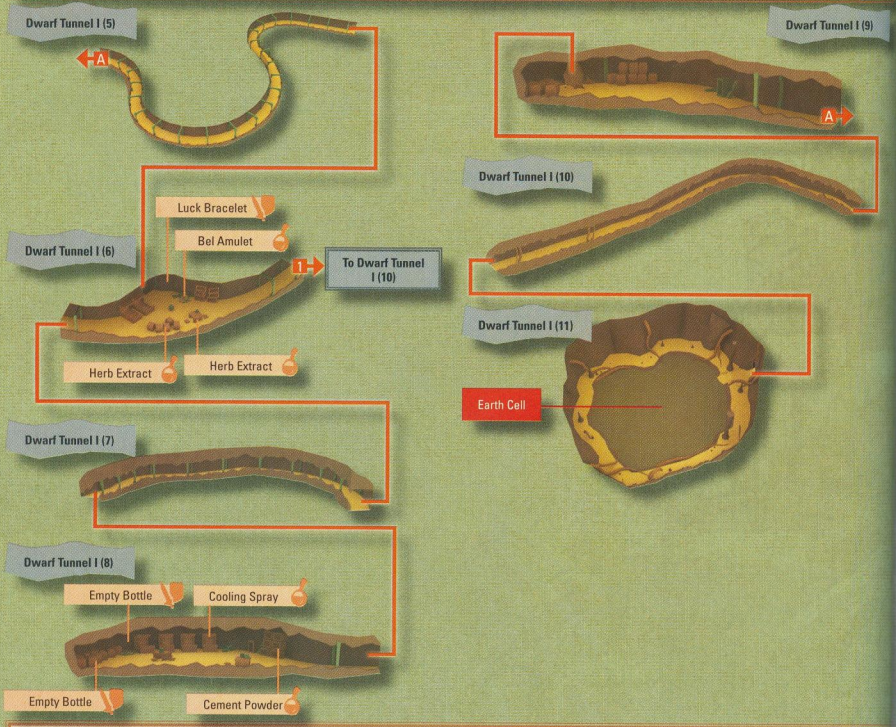
Travel to Earth Valley and speak with Gonovitch in the ziggurat-like building. Cross the city and enter the second Dwarf Tunnel. Compared to the party, the monsters that roam the tunnel are fairly weak at this point in the game, so they shouldn't pose much of a threat. The tunnel opens into a large room. Go straight across the room and enter the tunnel on the opposite side, which leads to a second large room. Cross the second room to the small door on the far left-hand side that leads to a huge final room and the Rockdiggers.



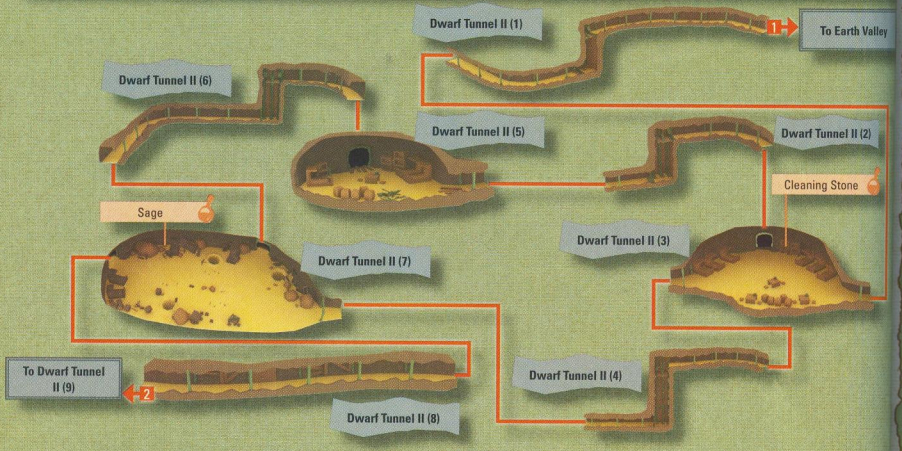
DWARF TUNNEL 1



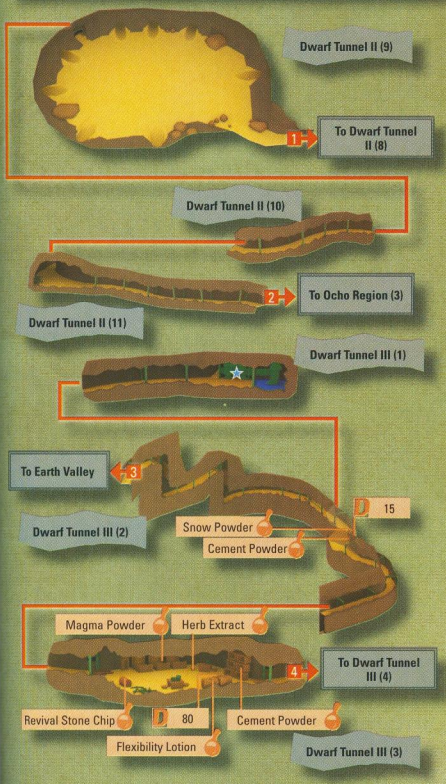
DWARF TUNNEL 2



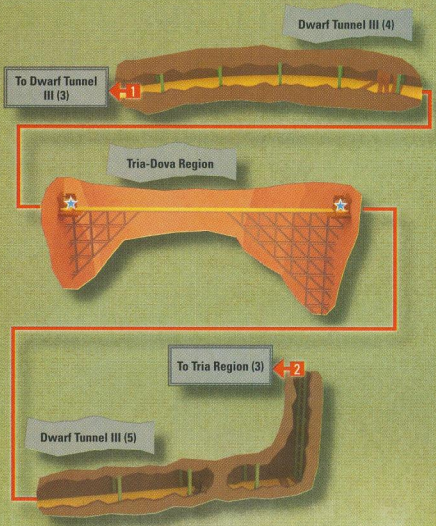
DWARF TUNNEL 3



DWARF TUNNEL 4



DWARF TUNNEL 5





ROCKDIGGERS

LV	HP	Strength	DEF	EVA	LCK
31	1425	119	60	116	92
EXP	DAGOL	DROP			
1256	619	Life Berry (100%)			

ELE	POI	PAR	BLD	BND	FRZ
Earth	A	D	C	C	C
BLZ	CON	CUR	PET	DTH	
D	B	B	B	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Bite Attack	None	Mid	60	1.2	0.5	—
Spin Attack	None	Long	360	0.9	1.0	Knock Back



Allow magic users to attack from a distance...



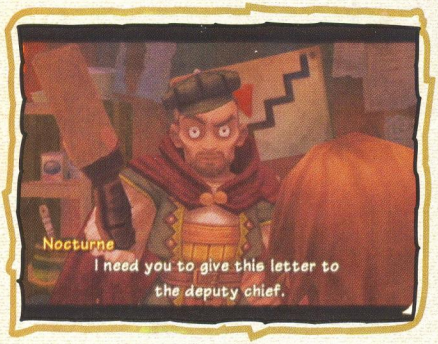
...while Jack attacks them between spins.

The Rockdiggers use a spinning attack that makes them very difficult to approach. Thus, the Line Link's ranged attack is very useful but it chews up the Volty Gauge in a hurry. The Wave Link is also beneficial, since it enables Jack to control the timing of everyone's attack and draws the party a safe distance away from the enemy after each swing. It also helps to have a few magic users in the party that can attack from long range.

The real trick is to watch the spin carefully. There's a brief pause in the middle of the attack that makes it appear as if the Rockdigger's spin is stopping. Hold back for a moment longer and wait for the second spin to stop before attacking. Report to Gonovitch after the battle, then return to Theater Vancoor to claim the reward.

Chains of Fate

Enter Club Vampire to find Nocturne. He presents Jack with a letter for Gerald and demands that it be delivered. Travel to Theater Vancoor and look for Gerald on the third floor. He takes the letter and then departs. Return to Club Vampire once more, and then backtrack to Theater Vancoor and speak to Elwen on the fourth floor.



Run to Faucon Gate to find Nocturne and Gerald and to learn about the connection between the men. This event is available only after *Strategem* and *The Ultimate Weapon*, and is no longer available once Leonard visits Jack at the end of *An Eccentric Visitor*. It must be completed, or Gerald (page 48) and Nocturne (page 68) can't be recruited, which also makes it impossible to recruit other characters, such as Elwen (page 39), late in the game.



NEW RECRUITS

Recruit	Level	Page
Elmo	13	???
Gerald	44	???
Joaquel	20	???
Nocturne	44	???
Tony	30	???
Yack	2	???

THE COCOON TREE

tasks

1. 
Rest at Jack's place.

2. 
Meet Ridley in the Castle Ballroom.

3. 
Speak to Thanos.

4. 

Recover the Stone of Miracles.

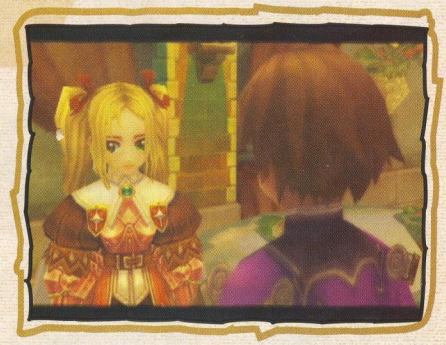
5. 
Run missions for Thanos.

THE INVITATION

Return to Jack's place and rest between 7 a.m. and 9 p.m. (It may be necessary to leave and reenter to trigger the event.) Assuming two game days have passed since the last story event. Jack gets a visit from Leonard. Jack is formally invited to Ridley's birthday party. He goes to the castle automatically in the morning.



There is very limited access to the castle at this point. Travel down the first floor hallway to the stairs at the end. Climb straight up to the sixth floor Ballroom to meet Ridley. After a short conversation, Jack appears back outside the southern entrance.



Kill some time until 3pm when another cinema takes over. After it ends, return to Theater Vancoor and check with Thanos to find a new mission.

Stone of Miracles

SIDE MISSION

Client: Kain

Pay: 10,000 Dagols

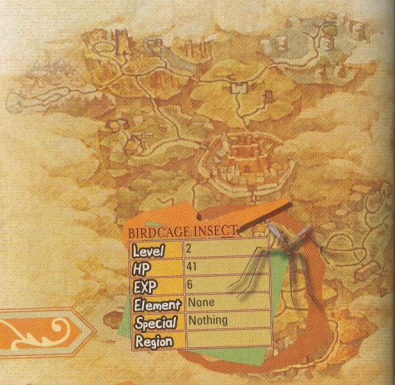
Job: "After years of research, we have finally located the stone of miracles and would like someone to acquire it. See Kain at Olacion for further details."

The Adien Region maps are located on pages 158. The Septem Region maps are located on pages 171.

Go to the Olacion Order Shrine to see Kain. The stone is in the Septem Cave beyond the Adien Region. Exit town from the Lupus Gate to reach the Adien Region, then go straight past Neuvo Village and head toward Septem-Adien Region bridge. Enter the small cave entrance to the east of the clustered houses in the Septem Region.



SEPTEM CAVE



enemies

BIRDCAGE INSECT

Level	2
HP	41
EXP	6
Element	None
Special	Nothing
Region	

BITTY HOPPER

Level	3
HP	55
EXP	10
Element	None
Special	Nothing
Region	

GIGA ANT

Level	4
HP	46
EXP	17
Element	None
Special	Nothing
Region	

GIGA HOPPER

Level	9
HP	109
EXP	70
Element	None
Special	Nothing
Region	

ICE LIZARD

Level	26
HP	302
EXP	554
Element	Water
Special	Freeze
Region	

ICEBURG

Level	25
HP	255
EXP	514
Element	Water
Special	Freeze
Region	

MIST FROGGER

Level	24
HP	204
EXP	206
Element	Water
Special	Bind
Region	

POISONOUS LIZARD

Level	23
HP	238
EXP	440
Element	Earth
Special	Poison
Region	

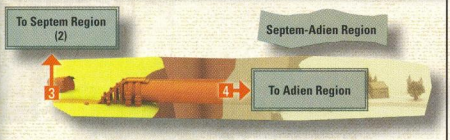
RIPPLE BAT

Level	4
HP	54
EXP	270
Element	None
Special	Paralyze, Bind
Region	

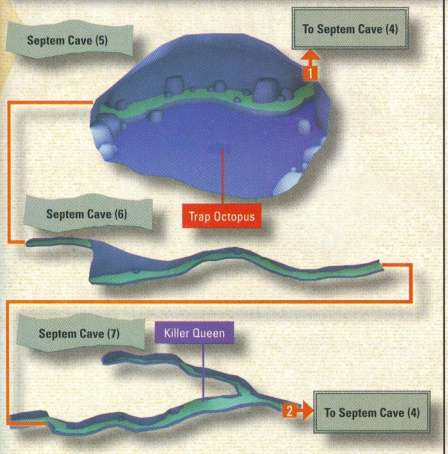
enemy encounters

enemy	definite enemy	possible enemy	exp	dagol's
Iceburg	Iceburg (x2)	Poisonous Lizard, Ice Lizard (x2)	1028–2576	304–489
Ice Lizard	Ice Lizard (x2), Poisonous Lizard	Ice Lizard (x3), Giga Hopper	1548–3280	185–389
Birdcage Insect	Birdcage Insect (x5)	Ripple Bat, Poisonous Lizard (x2)	30–932	5–135
Giga Ant	Giga Ant (x5)	Giga Ant, Ice Lizard	85–1210	20–150
Poisonous Lizard	Poisonous Lizard (x3), Mist Frogger	Mist Frogger, Bitty Hopper (x3)	1526–1996	234–305
Mist Frogger	Mist Frogger (x3), Poisonous Lizard	Mist Frogger (x2), Bitty Hopper (x4)	1058–1510	230–360
Giga Hopper	Giga Hopper (x3), Bitty Hopper (x3)	Bitty Hopper (x3), Giga Hopper	240–340	57–84
Ripple Bat	Ripple Bat (x4)	Ripple Bat (x2), Mist Frogger (x2)	88–544	48–186

SEPTEM CAVE 1



SEPTEM CAVE 2



Some powerful creatures live inside the cave. It's best to have someone in the party who is capable of curing the Freeze status, or someone who can share the Prevent Freeze Skill in a Link. Also, bring along few extra Heating Tablets. Watch Jack's HP carefully; if he's afflicted with Freeze, it's impossible to use Herb Extracts to heal him, or to order the healer to do so.



Wal & Bran



The party may find Wal and Bran pinned against a ledge by a huge enemy called an Iceburg, if Jack spoke to Garcia prior to entering the cave. This event is part of the recruitment requirements for Wal (page 82), Bran (page 241), and Garcia (page 46). Defeat the monster to free them, then seek them out at their nearby homes after finishing the mission.

TRAP OCTOPUS TENTACLES

LV	HP	Strength	DEF	EVA	LCK
32	388	108	17	195	165
EXP	DAGOL	DROP			
0	38	N/A			

ELE	POI	PAR	BLD	BND	FRZ
Water	B	B	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	D	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Tentacle Thrash	None	Long	30	1.2	0.5	—
Tentacle Payback	None	Long	90	1.0	1.3	—
Tentacle Uppercut	None	Long	30	0.9	1.0	Launch
Rock Drop	None	Long	0	1.0	1.0	Ignore Parry

TRAP OCTOPUS BODY

LV	HP	Strength	DEF	EVA	LCK
32	3065	118	152	61	124
EXP	DAGOL	DROP			
4800	3260	Strength Berry, Leviathan (100%)			

ELE	POI	PAR	BLD	BND	FRZ
Water	B	B	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Black Ink Breath	None	Long	90	0.7	0.5	1~3 Hits, Blind (1.5)

The Trap Octopus is comprised of six tentacles and a body. The beast begins the fight with its body underneath the water and attacks with its tentacles. Surround the base of a tentacle and attack until it collapses. The Attack Link works great in this situation and ensures that everyone causes maximum damage. Keep moving around, and the party should be able to avoid the sluggish tentacles.

After destroying several tentacles, the main body rises from the water. This is the only time when the body is vulnerable, since its hard shell is impenetrable. Lock onto the body and hit it with quick single or double strikes. It also pays to use Volty Blows often and maybe even a Volty Blast. The creature then spins to face its attackers. Quickly move before it can Blind the party with ink and break the Link. Eventually, the body sinks back below the water as the tentacles are restored. Repeat these steps to send this boss to a watery grave. If the Attack Link is unavailable, order the party members to assault the tentacles. They should kill them fast enough that the main body remains above water almost the entire time while Jack handles the body.

The party collects the **Stone of Miracles** and the **Leviathan** from the foe's corpse. Feel free to explore the rest of the cave before returning to Radiata. Return the stone to the Olacion Order Chapel, then return to Theater Vancoor.



Defeat the tentacles to make the body rise from the water.



Attack the exposed body, but beware of its ink attack.

Drop-Off



There's a large drop-off near the back of the cave. It's impossible to climb back up once the party drops off the ledge, however, it does lead to the cave's back door, which isn't too far from the front door.

Blocked Chest



There's a visible treasure chest near the back of the cave, but it's unreachable. This chest is accessed from an entirely different area later in the game. Ignore it for now.

Top Secret Mission

SIDE MISSION

Client: Unknown

Pay: 20,000 Dagols

Job: "Sir Jack, we have heard of your strength and would like to hire you for a job. Please come alone to hear about this top-secret mission."

Thanos tells Jack to meet the mysterious client at Faucon Gate and that he must go alone. Run to the gate immediately. The other party members will wait at the gate, so there's no reason to empty the party. Jack is jumped by a group of Burglars as soon as he steps outside.



BURGLAR

LV	HP	Strength	DEF	EVA	LCK
28	401	125	109	162	22
EXP	**DAGOL**	**DROP**			
668	113	Cure Needle (5%)			

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	D	C	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Slash	None	Short	90	1.0	1.0	—
Knife Throw	None	Long	0	0.9	1.0	—
Rob	None	Short	60	0.2	0.0	Steal Item (2.0)
Para-Chemical Throw	None	Long	0	0.3	0.5	Paralyze (1.0)



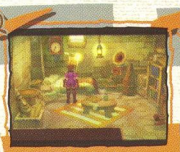
Block and Counterblow to avoid taking too much damage initially.

Jack enters this battle all by himself. Guard and Counterblow to avoid taking too much damage and use his Volty Attacks to even odds. Also, ensure that Jack is equipped with a Status Cure or Prevent Paralyze Skill to keep him on the move throughout the ent battle. Return to Theater Vancoor afterward for a quick "told you so" from Thanos.

tasks



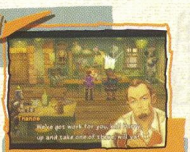
Rest at Jack's place.



Sleep at Jack's place again.



Escort Donovitch to Earth Valley.



Check with Thanos for missions.

The Dova Region maps are located on pages 160.

There's some time to kill after completing the missions, so use it to get a few more recruits. Or, spend some time learning new Skills and mastering them. Take a day to do some of these things and rest at Jack's place to move onward if the next event hasn't already occurred automatically.



Jack has an unlimited amount of time to explore in the morning. Most locations, except Earth Valley, are acceptable at this point, so check for missed treasures and rare monsters. Sleep at Jack's Place when you're ready to progress.

Get to Earth Valley in the morning. Jack begins outside the city at the Heliforde Gate. Run straight down the road to the area just outside of Earth Valley with Donovitch. Watch the cinemas that occur, then return to Radiata and speak to Thanos about another mission.



Build That Body!

SIDE MISSION

Client: Achilles

Pay: Paid Accordingly

Job: "We are looking for someone to battle against in order to test the progress of our training. Wanted: A strong warrior."



Visit the Olacion Order Shrine to find Achilles. Jack must duel three monks: Vitas, Alvin, and Miranda. Odds are Jack has dueled with all three of these people already, so these battles shouldn't be unfamiliar.



VITAS

LV	HP	Strength	DEF	EVA	LCK
18	426	106	83	105	98
EXP	DAGOL	DROP			
208	267	???			

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D
BLZ	CON	CUR	PET	DTH	
D	C	D	D	D	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Right Hook	None	Short	90	1.0	1.0	—
Pinnacle Punt	None	Short	40	1.2	0.6	???
Power Upper	—	—	—	—	—	???



ALVIN

LV	HP	Strength	DEF	EVA	LCK
21	511	130	123	65	118
EXP	DAGOL	DROP			
311	274	???			

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D
BLZ	CON	CUR	PET	DTH	
D	D	D	D	D	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Left Straight	None	Short	40	0.8	0.5	—
Twist Hook	None	Short	90	0.9	1.0	—
Upper Strike	None	Short	40	1.0	0.6	???
Palm of Energy?	—	—	—	—	—	—



MIRANDA

LV	HP	Strength	DEF	EVA	LCK
25	506	125	113	118	124
EXP	DAGOL	DROP			
741	267	???			

ELE	POI	PAR	BLD	BND	FRZ
None	D	C	C	D	D
BLZ	CON	CUR	PET	DTH	
D	C	D	D	B	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Jab	None	Short	40	0.7	0.5	—
Right High Kick	None	Short	90	0.9	1.0	—
Palm of Power	None	Short	40	1.0	1.3	—
Purified Tears SE	—	—	—	—	—	????
Moonlit Heal SE	—	—	—	—	—	????

Jack may have a level advantage against his first three opponents. Guard against their attacks and counterblow. Each monk is more difficult than the previous one, but not by much. Miranda's HP Heal could be an issue. Use Volty Blows or attacks that knock her off her feet to keep her from recovering any lost HP. After winning the first three fights, Jack must face off with Achilles.



Guard and Counterblow, but keep Miranda off of her feet.



ACHILLES

LV	HP	Strength	DEF	EVA	LCK
28	1406	168	145	91	155
EXP	DAGOL	DROP			
434	312	???			

ELE	POI	PAR	BLD	BND	FRZ
None	C	C	C	C	B
BLZ	CON	CUR	PET	DTH	
B	B	C	C	C	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Jab	None	Short	40	0.7	0.5	—
Body Blow	None	Short	40	1.0	1.0	—
Low Kick	None	Short	90	1.3	0.5	—

Achilles is considerably stronger than the other monks. Guard and let Achilles be the aggressor in this fight. Use short Counterblows to strike back at him. Hits that knock him off his feet are very useful if Jack's level is near Achilles's level or higher, since it prevents Achilles from using Counterblows. A weapon that Freezes, Paralyzes, or Petrifies also helps to even the odds. Return to Theater Vancoor to collect the payment after winning the battle.



Achilles is extremely powerful.

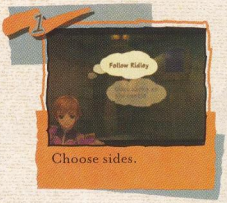


Knock him into the air to prevent him from using Counterblows.

SEPTEM CAVE

JACK'S DECISION

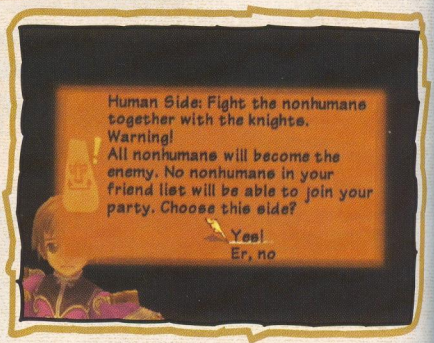
tasks



Choose sides.



There's about a day to waste before the next big event. Have some fun and return to Jack's place the following day to spark the next major event. Jack is summoned to the castle, but doesn't have to do anything at all until 7pm, when the events unfold automatically.



Jack must then choose to follow Ridley, or report to the castle. *This is a key moment in the game!* Choosing "Follow Ridley" places Jack on the Nonhuman Side. Selecting "Meet Larks at the castle" puts Jack on the Human Side through the remainder of the game.

PEOPLE BEGIN TO CHANGE

tasks

1. 

Join the Castle Meeting

2. 

Speak to Man in Carl's Pub

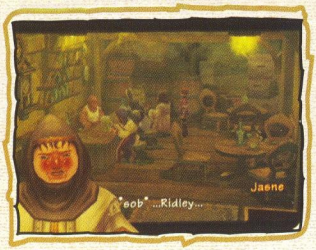
3. 
Sleep at Jack's Place

A NEW ERA

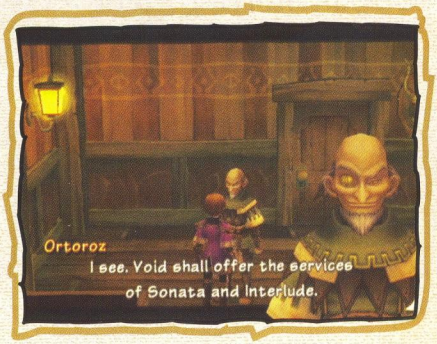
Jack meets Al in front of the castle. Go to the Conference Hall on the fifth floor. Al won't let Jack wander, so go to the last staircase on the first floor, and then climb to the fifth floor. Al takes over and leads Jack the rest of the way.



Jack is left outside of the castle after the meeting. Return to Thanos at Theater Vancoor. He mentions someone at Carl's Pub talking about a girl named "Ridley." Travel to the Pub and talk to the hooded man at the end of the bar.



Jack has all the time in the world now to rebuild his party and buy new equipment. Because nonhuman characters are no longer available, there may be a few holes in the party. These are easily filled. Three of the guild leaders who attended the meeting are prepared to offer the assistance of some of their best and brightest. Kain, the leader of the Olacion Order, offers the services of Achilles (page 17) and Alvin (page 21). Ortoroz, figurehead of the Void Community, lends Interlude (page 54) and Sonata (page 76) to the cause. Ray C. Ross, the feathered director of Vareth Magic Institute, is happy to put Felix (page 43) and Derek (page 34) under Jack's command. Speak to the three heads, and then track down the recruits.



Raised Expectations

Though the six new recruits are great, some players may have raised Jack into the 40s at this point. Go after higher-level recruits like Caesar (page 26), Cecil (page 27), and Fernando (page 43).



Jack's equipment could also use an upgrade, and many of the stores in Radiata have revamped their stock. The Dead End Armory and Verontier Armory are the best places to look. Hold off on buying new armor, but definitely get a new weapon. There are many excellent choices. The **Kotetsu** at Dead End Armory is extremely expensive, but it's the best blade available. The only factor that may drive players to look at other options is the weapon's Blind effect, which isn't as powerful as some of the less expensive weapons' effects. Those on a tight budget should consider the **Bizenosafune** or **Fake Gram** at Verontier Armory. Take as much time as necessary to reequip and recruit. Return to Jack's Place and sleep when ready to advance the story.

New Recruits

Recruit	Level	Page
Achilles	28	17
Alicia	32	21
Alvin	21	21
Derek	32	34
Felix	27	43
Fernando	43	43
Godwin	40	49
Herz	14	52
Interlude	23	54
Kain	57	58
Miranda	25	64
Ortoroz	35	69
Sonata	31	76
Vitas	18	81

Radiata Shopping Guide—Part II

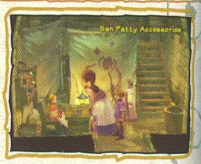
The Survivor Armory (07:10~20:00)

Item	Rate
Steel Blade	4800 Dagols
Evil Blade	8000 Dagols
Steel Saber	5600 Dagols
Rune Saber	11,800 Dagols
Steel Axe	6800 Dagols
Icicle Axe	14,000 Dagols
Brionac	7000 Dagols
Steel Pike	7200 Dagols
Wooden Breastplate	9000 Dagols
Iron Plate	12,000 Dagols



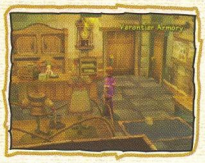
San Patty Accessories (10:00~20:50)

Item	Rate
Eagle Crest	800 Dagols
Lion Crest	800 Dagols
Elephant Crest	800 Dagols
Serpent Crest	6000 Dagols
Divine Earring	20,000 Dagols
Pluto's Trophy	



Verontier Armory (07:45~19:50)

Item	Rate
Grand Saber	17,200 Dagols
Bizenosafune	25,400 Dagols
Fake Gram	33,000 Dagols
Spark Chopper	21,000 Dagols
Rock Axe	25,000 Dagols
Divine Coat	16,800 Dagols
Plate Armor	28,000 Dagols



Eisenhower Pharmacy (08:40~19:00)

Item	Rate
Herb Extract	50 Dagols
Herb Extract S	150 Dagols
Herb Extract DX	600 Dagols
Herb Extract MAX	1000 Dagols
Moon Stone Chip	160 Dagols
Moon Stone	580 Dagols
Recovery Ball	200 Dagols
Celestial Nectar	1600 Dagols
Revival Stone Chip	1200 Dagols
Revival Stone	2000 Dagols



Dead End Armory (05:15~19:55)

Item	Rate
Flame Blade	11,600 Dagols
Basiliskos	18,000 Dagols
Kotetsu	51,000 Dagols
Medusa Spear	9200 Dagols
Grand Pike	12,800 Dagols
Curse Lance	19,800 Dagols
Plate Armor	28,000 Dagols
Samurai Armor	60,000 Dagols



Chic Records (05:05~21:50)

Item	Rate
Opening Theme	1000 Dagols
Radiata Castle 1	1000 Dagols
Audience Chamber	1000 Dagols
Conference	1000 Dagols
Coliseum	1000 Dagols
The Night Halls	1000 Dagols
Radiata Castle 2	1000 Dagols
Warrior's Theme	1000 Dagols
Mage's Theme	1000 Dagols
Priest's Theme	1000 Dagols
Bandit's Theme	1000 Dagols
Fort Helencia	1000 Dagols
Ridley's Sorrow	1000 Dagols



THE WIND DRAGON

tasks



Travel to Wind Valley



Defeat the Wind Dragon

Tria Region maps are located on pages 165.

Nowem Region maps are locate don pages 163.

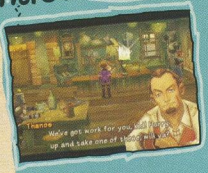
In the morning, leave the city via the Echidna Gate to reach the Tria Region. Travel down the road and take a right at the first intersection to reach the Nowem Region. Enter the woods and turn right at the first intersection. Cross the stream to reach a rocky section of road. Turn left at the next intersection to reach Wind Valley.



Three is Enough

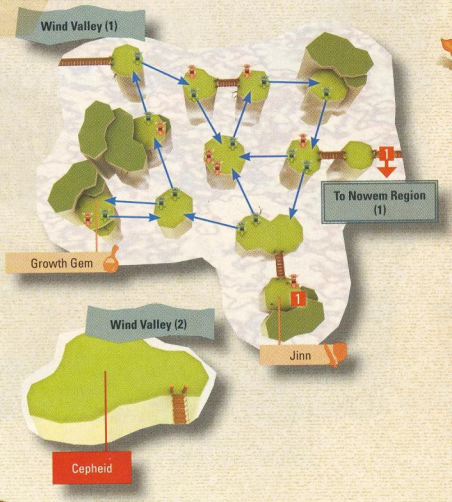
Take two recruits on this journey, so there's an open spot in the party. It may seem like a nutty thing to do, but Jack is soon rewarded for his bravery. Take a healer and Cecil if possible. If not, Achilles or another strong fighter is the best choice.

More Work?



Thanos has two new missions available at this time: "Please Stop Lord Star" and "The Real Ultimate Battle." Feel free to take them on before going after the Wind Dragon, or wait and take the jobs when Jack returns to Radiata. The items received could prove useful against the Wind Dragon. The strategy for both missions is found a little later in this chapter.

WIND VALLEY



Wind Valley is a very unusual place. It's constructed of multiple plateaus, most of which aren't connected by bridges, ropes, or anything else one might expect. Instead there are totems on each plateau, which release strong winds when kicked. Jack is flung across the chasm when he walks into the gusting air.



The wind dragon waits on the far island. To reach it, use the totem on the far left to make the first crossing. Turn to the right and use the left of two totems on the second plateau. Use the right totem on the third plateau, and the left totem on the fourth. Cross the long bridge on the fifth plateau to reach the boss.



Totem Trap

Not all of the totems are used for transportation. Some are Living Totems just waiting to attack. Check the map to see which are which, whether planning to avoid them or to earn their excellent experience.

Guarded Chest



There are two chests along the way to the Wind Dragon. Don't miss out. The Jinn, a nice one-handed sword, is found in the first chest, which is guarded by a Hellraiser. It attacks when the chest is kicked.

CEPHEID, THE WIND DRAGON

LV	HP	Strength	DEF	EVA	LCK
55	4900	174	96	186	167
EXP	DAGOL	DROP			
—	—	—			

ELE	POI	PAR	BLD	BND	FRZ
Wind	A	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Hurricane Cutter	Wind	Long	0	1.2	1.0	Break Parry, Knock Down
Break Tornado	Wind	Long	0	0.3	1.0	1~4 Hits, Bind (1.0), Launch
Wild Shockwave	None	Long	0	0.6	1.0	Knock Back



Guard against Cepheid's attacks.

The Wind Dragon is a powerful enemy that uses three different attacks. The whirlwind attack has a short range, but it covers the entire area directly in front of the boss. Its wind arc sweeps across the plateau, striking anyone within its reach. The third attack is an explosive strike that simultaneously blasts everyone in the party. All three attacks can be parried, so watch the boss' movements carefully and guard when necessary.

Have the healer and mage back away while the melee specialists get up close and personal. Ensure that the healer is assigned to anyone other than Jack fighting at close range, because that person won't be able to block and will likely suffer more damage.



Keep the healer working nonstop to ensure nobody falls.

Room for One



Dynas joins the party at the start of the first battle if there's an open slot. His Earth attacks are extremely effective against the Wind Dragon. Unfortunately, he's knocked out of the fight before the second half, which means Jack and company go into it shorthanded. It's still worthwhile, as this is the one chance to add his bio to the "Me and My Friends" book.

CEPHEID

LV	HP	Strength	DEF	EVA	LCK
55	4900	174	96	186	167
EXP	DAGOL	DROP			
12895	7444	Evasion Berry, Dragon Scale			

ELE	POI	PAR	BLD	BND	FRZ
Wind	A	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	C	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Lightning Horn	Wind	Long	0	1.6	1.0	—
High Wind Breath	Wind	Long	80	0.7	1.5	1~3 Hits

GIL

LV	HP	Strength	DEF	EVA	LCK
34	883	205	157	160	143
EXP	DAGOL	DROP			
1430	279	???			

ELE	POI	PAR	BLD	BND	FRZ
Wind	A	D	D	D	A
BLZ	CON	CUR	PET	DTH	
A	A	D	D	B	

Moves	Element	Range	Arc	Power	Knock Back	Effect
???	Water	Long	90	0.8	1.0	Freeze (1.0)
???	Wind	Long	0	1.0	0.5	—

After the first battle, the Wind Dragon's protective layer is removed to reveal Cepheid's true form, and Gil joins the melee. Immediately lock onto Gil and use the Attack Link to defeat him. He has the ability to Freeze party members, which is devastating when the victim is caught helpless in the Wind Dragon's breath attack. Use a Volty Blast if possible to ensure that Gil isn't a factor.

Turn to the Wind Dragon once Gil is eliminated. Have the casters back away immediately and draw Cepheid's attention to Jack. Try to make the boss turn so that its attacks are focused entirely on Jack and can't inadvertently strike the casters. The boss uses a close-range lightning attack and a long-range breath attack that can hit multiple times. Both attacks can be parried. Equip Jack with the Complete Defense Skill, and he can get through the battle without a scratch. Keep on Parrying and Counterblowing Cepheid until it collapses.



Defeat Gil first to prevent his Freeze attack.



Go one-on-one with Cepheid, Parrying and Counterblowing each attack.

THE RED LION

tasks

1



Duel Gawain

2



Get Missions from Thanos

Dynas and Jack head to Fort Helencia after the battle. A brief verbal exchange leads to a duel between Jack and Gawain.

GAWAIN

LV	HP	Strength	DEF	EVA	LCK
53	?????	265	230	172	122
EXP	DAGOL	DROP			
0	0	—			

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	A	A
BLZ	CON	CUR	PET	DTH	
A	A	D	D	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
1 Right Blow	None	Long	120	0.7	1.0	—
2 Left Blow	None	Long	120	0.6	1.0	—
3 King Crush	None	Long	90	1.2	1.0	—
Crossbow	None	Long	0	0.6	0.5	—
Leo Smash Royale ❶~❻	None	—	—	0.3	1.3	—



Vengeance must wait.

This is another battle that can't be won no matter how hard Jack fights. At some point, Gawain unleashes his Leo Smash Royale, which ends the fight regardless of how much HP Jack has at the time.

New Recruits

Recruit	Level	Page
Leona	3	60

Please Stop Lord Star

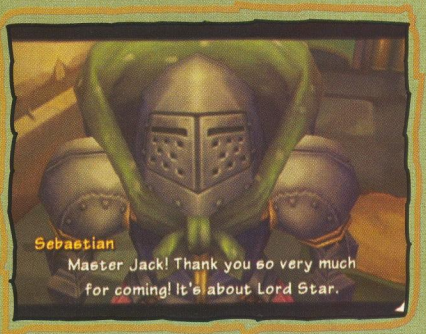
SIDE MISSION

Client: Sebastian

Pay: 500 Dagols

Job: Lord Star has taken the Stern heirloom from the house, and I'm worried he'll do something foolish with it. Please, stop him!

Seek Sebastian in Star's room at the bottom of Theater Vancoor. He then leads Jack to Star just outside.



ROBOSTAR

LV	HP	Strength	DEF	EVA	LCK
35	980	211	287	57	300
EXP	DAGOL	DROP			
3456	9999	Robot Suit, Luck Berry (100%)			

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Magic Machinegun α	Fire	Mid	0	1.0	0.5	Blaze (1.0)
Magic Machinegun β	Water	Mid	0	1.0	0.5	Freeze (1.0)
Special Beam	None	Long	0	1.5	1.3	Knock Back
Round Laser	None	Mid	360	1.0	1.3	Knock Back

Equip Jack with a status protection Skill, such as Status Cure or Stop Afflictions, just in case RoboStar is able to Freeze or Blaze a party member. Use the Wave Link and run around the base of RoboStar until it attacks. Then strike it in the back. During its green laser attack, RoboStar's head spins 360 degrees and falls off. It takes a moment for the boss to recover its head and get it reattached. Switch to the Attack Link and go nuts while RoboStar is bent over and vulnerable. Jack receives the very entertaining Robot Suit as a reward. Don't forget to collect the payment from Thanos too.



Attack RoboStar while its head is on the ground.

THE REAL ULTIMATE BATTLE

SIDE MISSION

Client: Ursula

Pay: 9000 Dagols

Job: Sergeant Sir Jack of the Acht Squad, you are invited to a rematch. This time you will see Melissa's true powers!

Ursula is waiting for Jack at the Echidna Gate with her golem, Melissa, anticipating an epic rematch. Cross the city and exit from the Blue Town of Water and Wisdom to find her.





MELISSA II

LV	HP	Strength	DEF	EVA	LCK
32	3837	213	186	175	147
EXP	DAGOL	DROP			
4880	0	Life Berry (100%)			

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	D	D	A
BLZ	CON	CUR	PET	DTH	
D	D	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Bomb	Fire	Long	0	1.0	1.0	1~6 Hits
Vertical Punch	None	Short	40	1.0	1.0	—
Body Press	None	Mid	360	1.4	1.3	Knockback
Freeze Breath	None	Mid	0	0	0	1~4 Hits, Freeze (2.0)



Circle the boss and attack when it falls over.

The golem uses a freezing breath attack, so equip a Skill that prevents or cures Freeze. The boss is still slow, so staying behind it and avoiding its attacks is easy. Run around the golem and then attack it in the back. At times the boss falls down onto one knee. This is the best opportunity to assault it. Unload with everything at Jack's disposal until the enemy stands again. Beware of Melissa II's jump attack. It's quick and it creates a large shockwave that's difficult to dodge. Stay away from the walls, so Jack always has an easy escape route.



Ursula drops a bomb at the end of battle by admitting she doesn't have the 9000 Dagols to pay Jack. She instead tells Jack about a chest at the base of the Star Tower in the Vareth Magic Institute, which contains the **Absolute Guard** armor. Claim the reward immediately for an easy and inexpensive armor upgrade.

Letter of Defiance

SIDE MISSION

Client: Rocky

Pay: 1000 Dagols

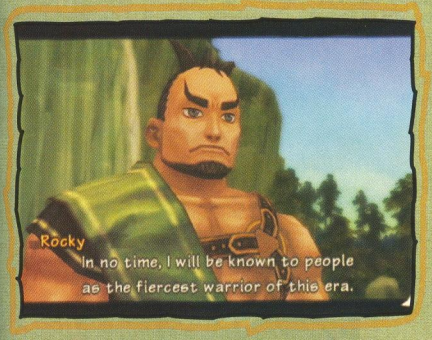
Job: Jack Russell, rumor has it you defeated Achilles. I challenge you to a duel! I'll be waiting by Nowem Falls.

Nowem Region maps are located on pages 163.

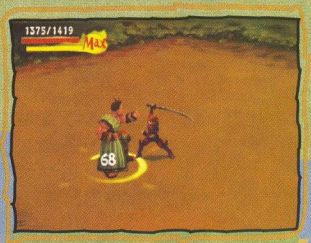
Former Friends



Now that the humans and nonhumans are at war, Jack occasionally encounters nonhumans while exploring. These are no longer friends, and they attack on sight. Treat them like any other enemy, even if they fought with Jack in the past. The elves of Nowem Region and other former friends are tough fights, but excellent EXP for those attempting to level up.



Rocky is waiting by the waterfall in the Nowem Region. Use the Journey Pig Statue to travel to just outside of the Forest Metropolis, and head east from there. Cross the downed trees and cut back to the west when possible to reach the area where Rocky waits (Nowem Region 6).



Trade blows with Rocky, or attack from behind.



ROCKY

LV	HP	Strength	DEF	EVA	LCK
36	1102	172	169	142	137
EXP	DAGOL	DROP			
1260	1	???, ???			

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D
BLZ	CON	CUR	PET	DTH	
D	D	D	D	D	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Right Uppercut	None	Short	40	0.9	0.6	???
Left Hook	None	Short	90	1.0	0.5	—
Right Corkscrew	None	Short	40	1.5	1.3	???
Dragon Bolt	None	—	—	4.5	1.3	???, ???

Rocky is a big, strong guy, but he's not unbeatable. His attacks are both powerful and limited. He tends to use a two-punch attack without a Parry Break. Guard and Counterblow, or run circles around him and attack his back. Use a Volty Blast early in the battle, if desired, and Rocky may hit the mat early, or at the very least have little HP left to continue the fight.

THE ALIEN MONSTER

Adien Region maps are located on pages 158.

Septem Region maps are located on pages 171.

Client: Ardoph

Pay: 10,000 Dagols

Job: There has been an accident and we've summoned something evil... Please send one of your best warriors, NOW!

Thanos mentions that the creature is in a ruined castle in the Septem Region. Exit the city from the Lupus Gate to reach the Adien Region. Pass straight through Nuevo Village and keep going into the Septem Region. Take a right at the second intersection inside the Septem Region, which is very close to the small cluster of homes. The road then leads directly to Algandars Castle, which is behind two metal doors set inside a stone cliff.



ALGANDARS CASTLE

SIDE MISSION

enemies



DARKSOUL	
Level	21
HP	298
EXP	106
Element	None
Special	Nothing
Region	



GRIM REAPER	
Level	26
HP	651
EXP	554
Element	None
Special	Nothing
Region	

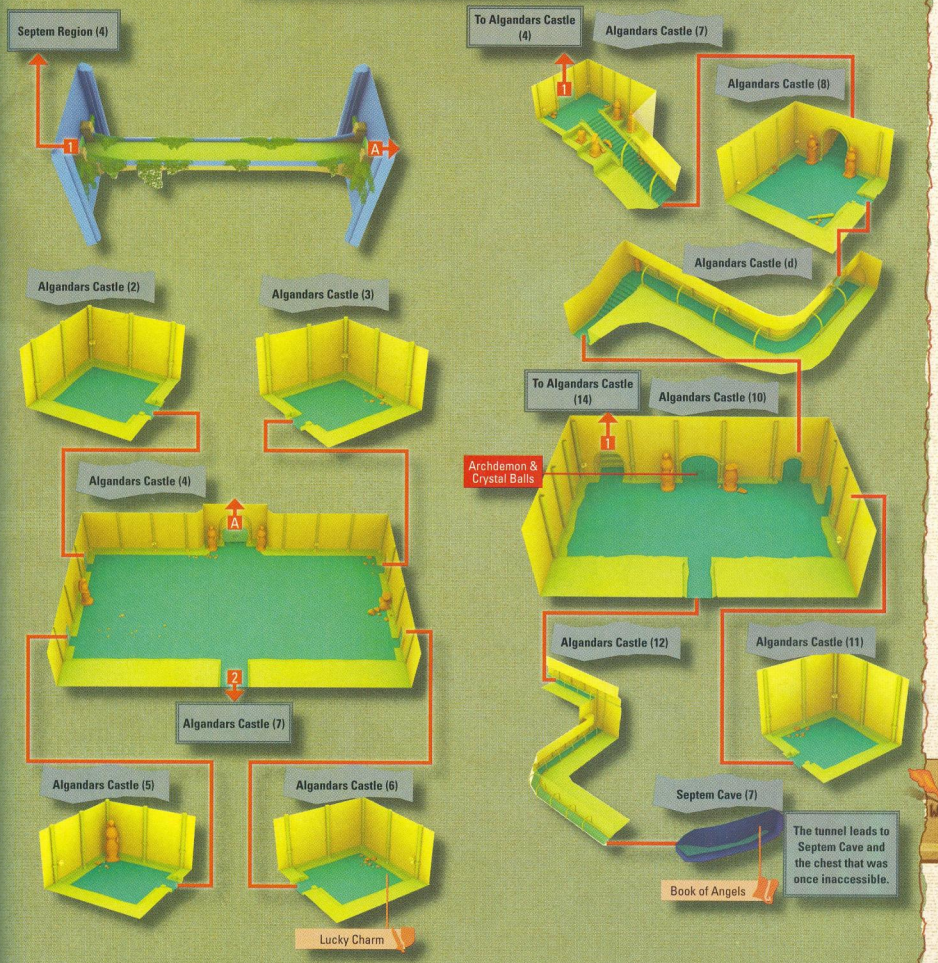


HELLRAISER	
Level	30
HP	999
EXP	1246
Element	None
Special	Curse
Region	

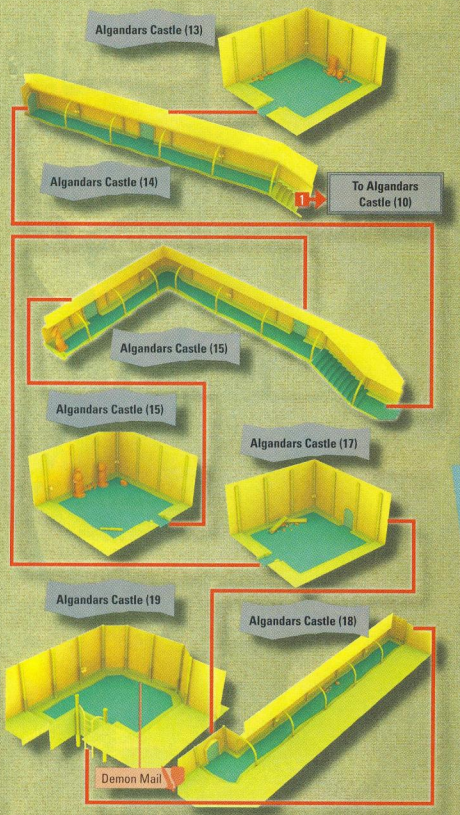
enemy encounters

enemy	definite enemy	possible enemy	exp	dagols
Darksoul	Darksoul x4	Darksoul x2, Grim Reaper x1	424–1190	196–348
Grim Reaper	Grim Reaper x2	Grim Reaper x1, Darksoul x2	1108–1874	108–260
Hellraiser	Hellraiser x1	Grim Reaper x2	1246–2354	291–399

ALGANDARS CASTLE



ALGANDARS CASTLE



The castle is straightforward. There are many long halls and empty rooms from the start to the boss. The demon hides behind the large set of double doors in the center of Algandars Castle 10. Take a moment to explore the castle fully. Enter the large door when ready to face the boss.



Special Treasures



There are two treasures in the castle, and both are worth mentioning. The first is down the hall directly across from the demon's door. This hallway leads back to Septem Cave and the chest that was inaccessible before. The second chest is at the very back of the castle (Algandars Castle 19). Ascend the stairs to the left of the boss' chamber, down the hall to the door at the very end, and then through the first door in the subsequent hallway. It contains **Demon Mail**, which is powerful armor with a catch. It offers outstanding protection from physical damage and resists status effects. However, it slowly chews away at Jack's HP during combat, consuming 1 HP per second. That's not a huge penalty, so long as you remember to heal Jack after any lost duels. Otherwise, he dies immediately upon entering the next battle, as he has only 1 HP left.

ARCHDEMON

LV	HP	Strength	DEF	EVA	LCK
36	5328	252	0	139	247
EXP	DAGOL	DROP			
8000	0	Growth Gem, Hatred Edge, Algendars Castle Record (100%)			

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	B	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Spectral Attack	Fire	Long	0	1.0	0.5	Blaze (150%)
Spectral Attack	Water	Long	0	1.0	0.5	Freeze (150%)
Spectral Attack	Wind	Long	0	1.0	0.5	Paralyze (150%)
Spectral Attack	Earth	Long	0	1.0	0.5	Poison (150%)
Freezing Devil Hook	Water	Mid	360	1.0	1.0	Freeze (100%), Knock Back
Petrifying Breath	None	Mid	90	0.3	0.5	1~7 hits, Petrify (100%)
Ruination	None	Long	0	0.8	1.0	1~2 hits, Curse (100%), Break Parry
Summon	—	—	—	—	—	Summon 2 Grim Reapers

The party can't attack the demon in the center of the room, only the Crystal Balls that surround it. The balls have 600 HP each, so they aren't extremely tough, but they do require some effort to destroy. Have the party's healer and mage back off and backup any melee fighters in the group. Dash in and strike a Crystal Ball, and then hop back to avoid the demon's spin attacks. Cecil is extremely effective in this fight, as he can hit all of the Crystal Balls at the same time. Likewise, the Line Link can be very effective, because it can strike multiple Crystal Balls with each attack. Keep a close eye on everyone and order them to back off when they get down to fifty percent HP or less. Give the healer time to work, and then send the restored fighter back into the battle. The party receives the **Hatred Edge** sword and a few other gifts for winning the fight.

CRYSTAL BALL

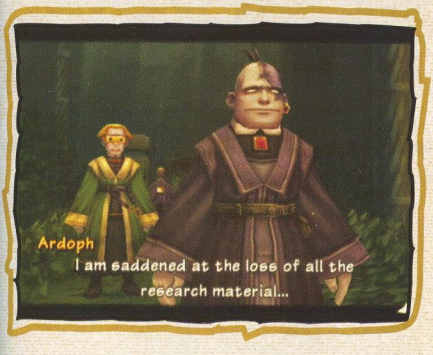
LV	HP	Strength	DEF	EVA	LCK
20	600	0	261	0	0
EXP	DAGOL	DROP			
0	0	N/A			

ELE	POI	PAR	BLD	BND	FRZ
Wind	A	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
—	—	—	—	—	—	When Destroyed, Takes 666 HP from Archdemon



Destroy the Crystal Balls to vanquish the demon.



Speak to Ardoph and Dimitri about the fight's outcome, and then return to Theater Vancoor for payment. Look for the two later at Vareth Magic Institute. Both characters (Ardoph [page 23] & Dimitri [page 35]) should now be willing to join Jack's Friends List if he meets the level requirements.

New Recruits

Recruit	Level	Page
Rocky	36	72
Ursula	34	81
Star	2	76
Sebastian	31	75
Ardoph	15	23
Dimitri	14	35

THE GUARDIANS

tasks

1

Rest at Jack's Place

2

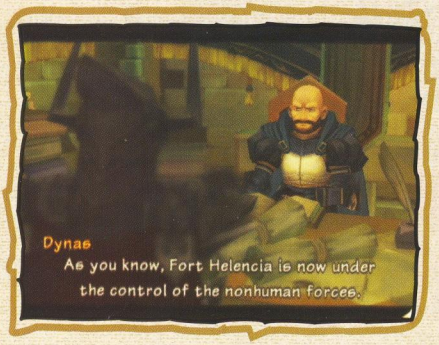
Visit Dynas's Room in Radiata Castle

3

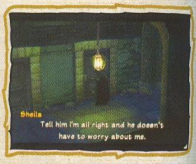
Return to Jack's Place and Sleep

Radiata Castle maps are located on page 130.

Return to Jack's Place and sleep for a night after running missions for Thanos. A visitor arrives if at least one day has passed since the last story event. Jack must then get to Dynas's room on the fourth floor of Radiata Castle. Go up the large staircase at the end of the hall and take a left on the fourth floor. Jack is dropped off in front of the castle after the meeting.



With his new position as commander, Jack again has access to the castle. That means he can finally check on Walter's wife, Sheila, and begin recruiting characters that dwell within the castle. Take as much time as necessary, and then return to Jack's Place and sleep after a full day has passed.



Tribute



Stop in Ridley's room to see a special tribute to **Star Ocean 3** and earn the Fayt Armor.

New Recruits

Recruit	Level	Page
Astor	9	23
Charlie	10	27
Nina	11	67
Patrick	9	69
Putt	3	71
Walter	26	82
Zeranium	35	85

FIRE MOUNTAIN

tasks

1. 
Stay in Jack's Place

2. 
Travel to Fire Mountain

3. 
Defeat the Fire Dragon

Dorse Region maps are located on pages 169.

Dichett Region maps are located on pages 173.

After Al has come and gone, sleep again to prepare for the next day. Lord Larks sends Jack and Cross to a place known as Fire Mountain in search of the Fire Dragon. Stop in Theater Vancoor and prepare the party. Felix makes a good addition this time around due to his Prevent Blaze Skill and water-based attacks. Ursula and Gerald are also good choices.

Leave the castle from the Lupus Gate, and use the Journey Pig Statue to reach the Dorse Region and Shangri La, the goblin village. Pass through the village and out the back to reach the Dichett Region.



The Dichett Region is a small maze of rocks over a boiling lake of lava. Follow the outer edge left, around to the thorn-like protrusions in the northwest corner. There are many parts of the path that sink into and rise up from the lava lake. These are no threat to Jack, but they do change the landscape slightly, making it a little harder to find the way around. Climb the thorns to reach Fire Mountain. Fire Mountain is extremely straightforward, but watch out for some of the higher-level monsters roaming the halls.





enemies

BLOOD ORC (A)



Level	29
HP	1213
EXP	893
Element	Fire
Special	Blaze
Region	

BLOOD ORC (C)



Level	30
HP	1354
EXP	946
Element	Fire
Special	Nothing
Region	

BLOOD ORC RIDER (MOUNTED)



Level	32
HP	856
EXP	1056
Element	Fire
Special	Nothing
Region	

FLAME LIZARD



Level	32
HP	392
EXP	594
Element	Fire
Special	Nothing
Region	Blaze

FLAME ANT

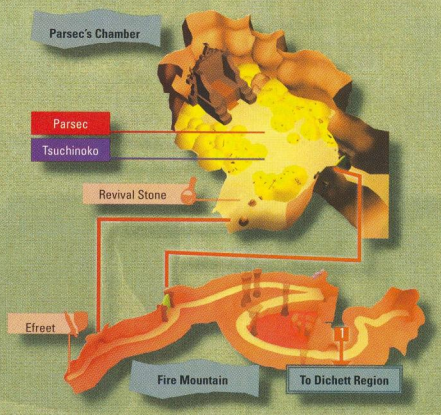


Level	31
HP	355
EXP	514
Element	Fire
Special	Blaze
Region	

enemy encounters

enemy	definite enemy	possible enemy	exp	dagals
Blood Orc (A)	Blood Orc (A) x1	Blood Orc (C) x1, Flame Ant x3	893~3381	900~1047
Blood Orc (C) (Mount 2)	Blood Orc (C) (Mount 2) x1	Flame Lizard x2, Flame Ant x1	2002~3704	505~623
Flame Ant	Flame Ant x7	Flame Ant x3	3598~5140	28~40
Flame Lizard	Flame Lizard x3	Flame Lizard x2, Flame Ant x2	1782~3998	171~293

FIRE MOUNTAIN REGION



PARSEC

LV	HP	Strength	DEF	EVA	LCK
61	7780	225	155	193	262
EXP	DAGOL	DROP			
4400	4802	Life Berry (100%)			

ELE	POI	PAR	BLD	BND	FRZ
Fire	A	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Great Fire Breath	Fire	Long	90	0.7	0.3	1~7 Hits, Blaze (1.5)
Giant Stamp	None	Short	0	1.0	1.0	Knock Back
Triple Fireball	Fire	Long	0	1.0	0.5	1~3 Hits, Blaze (1.0)
Splash Inferno	Fire	Long	0	0.8	0.8	1~5 Hits, 6 Random Locations, Blaze (1.0), Ignore Parry, Launch

Parsec is very powerful, so have everyone that doesn't need to be in close to attack back away from him. Order the party's healer to support Jack or another fighter, so there's a constant stream of heals. Most of Parsec's attacks are to the front. Jack can parry them, but it's best to get to the boss's side or rear. When Parsec attacks one of the other characters directly, get Jack to the boss's opposite side and attack freely. Beware of its stomp attack, which creates a shockwave. It can hit anyone nearby, but it's easily blocked. Avoid Links in this battle. There's never a great time to use one, and it inevitably bunches the party together, making them easier to hit.



Attack Parsec from the side or rear to avoid his fire attacks.



Beware of the dragon's mighty stomp!

THE PAINTINGS

tasks

1



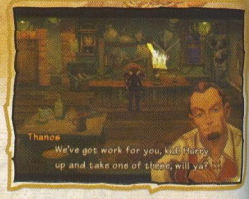
Seek Thanos in Theater Vancoor

2



Locate the Disturbance in the Sewers

Return to Theater Vancoor after defeating the Fire Dragon and seek out Thanos. He has a new job for Jack.



Secret of the Sewer

Client: Local Residents

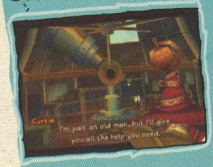
Pay: 10,000 Dagols

Job: Strange noises are heard from the sewer lately. Please investigate the area so we can lead our lives in peace.



Run down to the basement of Theater Vancoor and enter the sewers via the ladder in cell "05." Go left from the ladder and enter the first door in the back wall. Follow the next hallway to a square room. Cross the room and enter the door with three boards crossing the water and no torches on the wall, cattycorner to where Jack entered. Run through the hall to a staircase near the east end, and turn right to go down the stairs. Continue down to a long hall, and go in either direction to reach a second square room (Path of the Spider I 18). Enjoy the cinema that takes over. Take a moment afterward to speak to and recruit Genius (page 47). Return to Thanos and then spend a full day recruiting and training before returning to Jack's Place for the next event.

Guild Leaders



If you haven't already, start working toward recruiting the guild leaders. Curtis (page 31) and Elwen (page 39) should now be available, and Kain (page 58) may already be in the party if Jack has carefully recruited along the way. The finale is drawing near. It's best to be prepared.

New Recruits

Recruit	Level	Page
Curtis	49	31
Elwen	60	39
Genius	17	47
Nyx	50	68
Thanos	13	79

GANZ'S LETTER & RIDLEY'S DETERMINATION

tasks

1



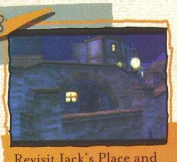
Return to Jack's Place

2



Enjoy the Festival

3



Revisit Jack's Place and Sleep

Return home a full day after the "Secret of the Sewer" mission to find a letter from Ganz on Jack's floor. Watch the cinema, and then exit Jack's Place. There's a full day before the next event. This is a great time for leveling up Jack and the other party members. Return to Jack's Place and sleep to advance the story once an entire day has passed.

The Date



Leave Jack's Place after finding Ganz's Letter and pass his mailbox before 5 p.m. Jack finds a letter about the firework festival, which is the next evening at 10 p.m. Enjoy the day—the festival takes place automatically the next day. One of several characters watches the fireworks with Jack that night. The date is determined by which of the following characters spent the most time in Jack's party to this point in the game:

- Adina
- Alicia
- Anastasia
- Charlie
- Claudia
- Cornelia
- Elena
- Flau
- Flora
- Herz
- Iris
- Jill
- Leona
- Lily
- Lulu
- Marietta
- Miranda
- Morgan
- Natalie
- Nina
- Rynka
- Synelia
- Ursula
- Vitas

New Recruits

Recruit	Level	Page
Flau	15	44
Rynka	22	73

LUPUS GATE

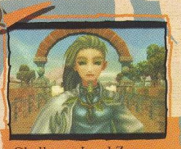
tasks

1



Battle the Blood Orcs

2



Challenge Lord Zane



BULL

LV	HP	Strength	DEF	EVA	LCK
36	2788	221	213	108	167
EXP	DAGOL	DROP			
2594	463	Sage			

ELE	POI	PAR	BLD	BND	FRZ
Fire	B	B	B	B	B
BLZ	CON	CUR	PET	DTH	
A	B	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Tackle	None	Short	70	0.8	1.3	Break Parry
Fiery Punch	Fire	Short	50	1.0	1.3	Blaze (1.0)
Raise Spirit	—	—	—	—	—	Strength Up 20%



DRAGO

LV	HP	Strength	DEF	EVA	LCK
39	2214	203	165	203	155
EXP	DAGOL	DROP			
2858	786	Herb Extract S			

ELE	POI	PAR	BLD	BND	FRZ
Fire	A	B	B	B	B
BLZ	CON	CUR	PET	DTH	
A	B	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Upward Slash	None	Mid	50	1.2	1.0	Launch
Step 'n Slice	None	Mid	100	0.8	0.5	—
Sword Lick	—	—	—	—	—	Strength Up 20%



GALVADOS

LV	HP	Strength	DEF	EVA	LCK
49	3900	265	189	148	272
EXP	DAGOL	DROP			
5330	2236	Herb Extract MAX, ???			

ELE	POI	PAR	BLD	BND	FRZ
Fire	B	B	B	B	B
BLZ	CON	CUR	PET	DTH	
A	B	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Megaton Crush	None	Mid	40	1.0	1.0	Break Guard
Powerful Swing	None	Mid	200	1.0	1.3	Break Guard
Crazy Slugger	None	—	—	0.25	1.3	—

The Blood Orc party is formidable. All three enemies are fierce, but Galvados is obviously the greatest threat. His high level and Crazy Slugger Volty Blast make him extremely dangerous.

Start the battle by locking onto Drago, the Blood Orc with the least amount of HP. Form the Attack Link and go berserk attacking him. Keep the assault up, but watch the party closely. Galvados and Bull are able to deliver serious punishment from the side. Break the Link as soon as someone is around half HP, and have the healer go to work. Finish off Drago with a Volty Blast if necessary to prevent the Blood Orcs from forming the Kamikaze Link, or to break it.



Focus on eliminating Drago at the start to prevent the Kamikaze Link.



Use the Attack Link to unleash the party's full pow... on Galvados.

With one Blood Orc eliminated, the fight is much easier to manage. Defeat Bull next and then turn on Galvados. Return to the Attack Link and pound away until he falls. Try to avoid using another Volty Blast of your own. There are more enemies to come, and having a full Volty Gauge would be to Jack's advantage.

ZANE

LV	HP	Strength	DEF	EVA	LCK
51	2769	225	173	217	180
EXP	DAGOL	DROP			
12805	892	Revival Stone, Defense Berry			

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A
BLZ	CON	GUR	PET	DTH	
A	A	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Light Javelin	None	Long	0	2.0	1.3	Knock Back
Sword of Vacuum	Wind	Mid	90	1.4	1.0	Break Parry
Sparkball	Wind	Long	0	0.8	0.5	1~5 Hits
Forest Beam	—	—	—	—	—	Restore 10% Max HP
Freezer	Water	Long	90	0.3	0.5	1~8 Hits, Freeze (1.5)
Shining Rain	None	—	—	0.15	0	Volty Blast, Hits 1~19 of 20
Shining Rain	None	—	—	0.6	1.0	Volty Blast, Hit 20 of 20, Knock Back

Use the Attack Link to defeat the Light Elves first, so that they can't heal each other or Zane. Zane should stay to the side, where he's unlikely to use his Volty Blast. Keep a close eye on the party's health and break the Link to heal if necessary.

Turn the party's attention to Zane when his companions are eliminated. Continue to use the Attack Link to pound on the boss. Break the Link and use a Volty Blast against Zane if he's about to use his own Volty Blast against Jack. With a little luck he'll never get the chance.



Eliminate the Light Elves first, so that they can't heal Zane.



Defeat Zane with a rare Volty Blast to prevent him from using his own.

LIGHT ELVES

Level	39
HP	1530
EXP	846
Element	Wind
Special	HP Heal
Region	

New Recruits

Recruit	Level	Page
Leonard	13	???
Natalie	27	???

THE BATTLE AT THE CITY OF WHITE NIGHTS

tasks

1. 
Travel to the Dysett Region

2. 
Defeat Gawain

3. 
Pass through the City of White Nights

Jack begins outside of Radiata. Take a moment to revisit Jack's Place and save. Return to the countryside and pass through the Adien Region to the Septem Region by following the main road straight through. Keep moving through the Septem Region to the second intersection and take a right, so that Jack is headed back toward Algandars Castle. Turn left at the intersection just before the castle to reach the Dysett Region.



Remember Me?

Louis, a traveling salesman from the beginning of the game, makes one final appearance. He can be found just before the bridge into the Dysett Region. Check out his new stock

LOUIS (02:05~22:00)

Item	Rate
Herb Extract MAX	1000 Dagols
Revival Stone	2000 Dagols
Sage	300 Dagols
Cleansing Stone	800 Dagols
Invincibility Med	100 Dagols
Celestial Nectar	1600 Dagols
Flee Ball	60 Dagols
Analysis Ball	40 Dagols
Book of Health	8000 Dagols



Fight past the massive creatures that roam the dry lands of Dysett to find Gawain blocking the road. Save your Volty Blast for the upcoming fight, as Jack must face his destiny alone.



SIR GAWAIN

The fight with Gawain is no different than other duels. His attacks also have a wide arc, so it's difficult to strike him in the back. Carefully Parry the crossbow bolts and Counterblow to move in on Gawain bit by bit. Begin attacking with short one- or two-hit strikes once Jack is within reach. Gawain may be large, but he's very elusive and often dodges. Consider using Jack's Volty Blast to finish the fight quickly. There's plenty of time between this fight and the next to completely refill the Volty Gauge.

LV	HP	Strength	DEF	EVA	LCK
53	?????	265	230	172	122
EXP	DAGOL	DROP			
9064	0	???, ???			

ELE	POI	PAR	BLD	RND	FRZ
None	D	D	D	A	A
BLZ	CON	CUR	PET	DTH	
A	A	D	D	A	

Moves	Element	Range	Arc	Power	Knock Back	Effe
1 Right Blow	None	Long	120	0.7	1.0	—
2 Left Blow	None	Long	120	0.6	1.0	—
3 King Crush	None	Long	90	1.2	1.0	—
Crossbow	None	Long	0	0.6	0.5	—
Leo Smash Royale [s1]~[s5]	None	—	—	0.3	1.3	—
Antagonize Enemy	None	—	—	2.0	1.3	Knoc



Parry and Counterblow to approach Gawain safely.

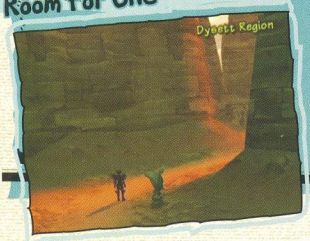


Finish the battle with a Volty Blast!

New Recruits

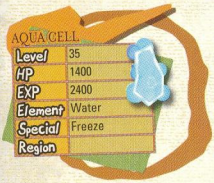
Recruit	Level	Page
Adele	3	???

Room for One

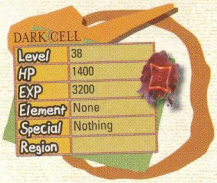


There's a Journey Pig Statue next to Jack after the fight with Gawain. It would be wise to return to Jack's Place and save before moving forward. Also, note that the party has advanced considerably since the battle began. Backtrack down the path to collect missed items before entering the City of White Nights.

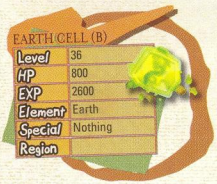
enemies



AQUA CELL	
Level	35
HP	1400
EXP	2400
Element	Water
Special	Freeze
Region	



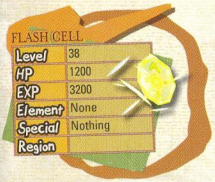
DARK CELL	
Level	38
HP	1400
EXP	3200
Element	None
Special	Nothing
Region	



EARTH CELL (B)	
Level	36
HP	800
EXP	2600
Element	Earth
Special	Nothing
Region	



FIRE CELL	
Level	36
HP	1000
EXP	2400
Element	Fire
Special	Blaze
Region	



FLASH CELL	
Level	38
HP	1200
EXP	3200
Element	None
Special	Nothing
Region	

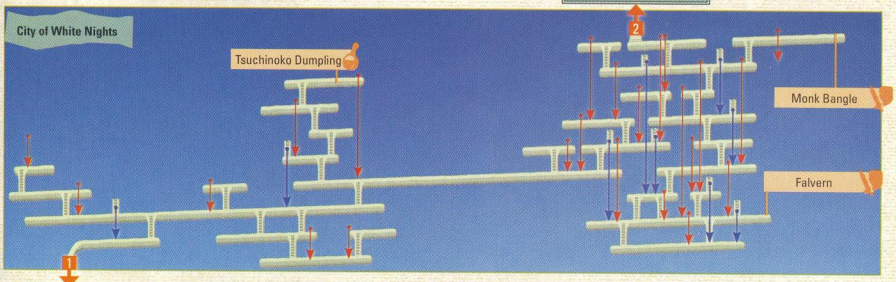


WIND CELL	
Level	35
HP	1000
EXP	2400
Element	Wind
Special	Nothing
Region	

enemy encounters

enemy	definite enemy	possible enemy	exp	dagols
Earth Cell (B)	Earth Cell (B) x2	Aqua Cell x1	5200~7600	974~1454
Aqua Cell	Aqua Cell x2	Dark Cell x1	4800~8000	960~1758
Wind Cell	Wind Cell x2	Flash Cell x1	4800~8000	246~1228
Dark Cell	Dark Cell x2	Fire Cell x1	6400~8800	1596~1956
Fire Cell	Fire Cell x2	Wind Cell x1	4800~7200	720~843
Flash Cell	Flash Cell x2	Earth Cell (B) x1	6400~6887	1964~2451

CITY OF WHITE NIGHTS



The city is a collection of ladders and platforms. Jack must carefully select which ladders to climb to reach his final destination. Climbing an incomplete ladder causes it to crumble and drop Jack down one level. There are also sand falls that, when touched, sweep Jack off the ledge, but they disappear after a few seconds. Neither the broken ladders nor waterfalls are dangerous. Blue arrows indicate broken ladders that crumble when climbed. Red arrows indicate sand falls, which appear only where the arrows begin. Move slowly through the maze to avoid accidentally encountering a sand fall. There are many chests along the way. Don't forget to collect the contents. The path is too complex to describe, so please use the provided diagram to find the exit. Stars on the diagram indicate points where Jack *should* climb a broken ladder, or must *avoid* a sand fall.



The Ultimate Weapon?

The chest in the bottom right corner contains the **Falvern**, an extremely powerful two-handed sword. It's guarded by two Dark Cells and two Flash Cells, so be ready for a fight when the chest is opened.

And Back Again

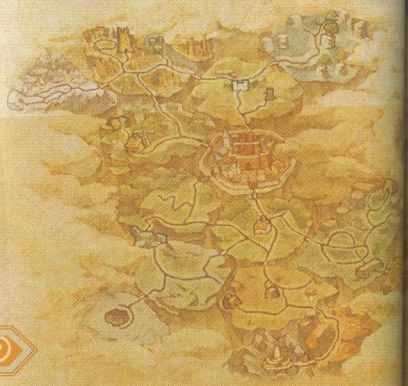
It's difficult to tell from the maps, but the entire area is a large loop. This is most obvious near the chest in the top right corner of the map. The sand fall just before it drops Jack all the way back to the beginning of the city. Avoid touching it.

Sandtrap



There are two sand falls side-by-side just before the door into Gold Dragon Castle. Carefully cross the first and stop just at the edge of the second. The first sand fall starts up again before the second finishes, so Jack must be lined up between them perfectly.

THE SILVER DRAGON

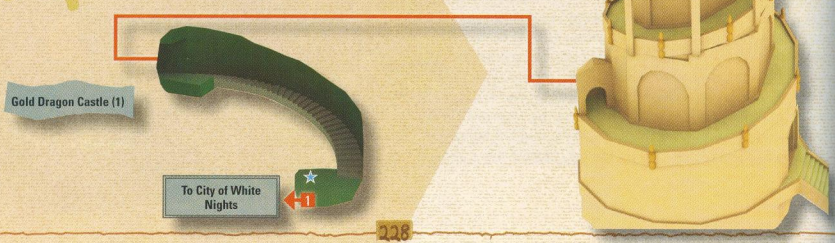


tasks



Defeat the Silver Dragon

Gold Dragon Castle



Save and restore at the base of the castle. This is the party's last chance to do so. Climb the stairs to the top of the castle to face the final challenge.



Final Party

The most important character to have in the final party is Kain, the leader of the Olacion Order. His powerful group heals can't be topped. The rest of the party can be comprised of anyone, but it's best to have other guild leaders in the last two spots.



APHELION

LV	HP	Strength	DEF	EVA	LCK
70	18000	382	132	290	235
EXP	DAGOL	DROP			
0	0	N/A			

ELE	POI	PAR	BLD	RND	FRZ
None	A	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Dark Magic Sword	None	Long	0	1.3	1.0	Curse (1.0), Knock Back
Counter Wing	None	Long	90	0.8	1.3	Break Parry, Knock Back
Bloody Omega	None	Long	0	0.2	0.8	1~10 Hits, Break Parry, Down-Hit
Dark Catastrophe	None	Long	0	1.0	1.0	Petrify (1.5), Ignore Parry, Launch, 6 Random Locations
Rolling Bolt	None	Long	0	1.3	1.0	Bind (1.5), Break Parry
Teleport	—	—	—	—	—	Vanish & Reappear

Equip Jack with the Demon Mail, so he constantly takes damage, and command the party's healer to cure him. The healer should begin a constant chain of heals, because the Demon Armor ensures that Jack is never completely healthy. Avoid using Links. The need to heal outweighs the need for offensive power.



Use the Demon Mail to keep the healer casting throughout the battle.

Taking on Aphelion at a low level, without the best characters (guild leaders) is tough. Come prepared with plenty of Revival Stones and Revival Stone Chips, and pause every now and again to heal the party manually.



Unleash the Volty Blast repeatedly to quickly deplete Aphelion's health.

Aphelion is as powerful as one would expect. He begins the battle using a sword attack at close range and a wing attack that unleashes a wave of energy. Equip Jack with the Fierce Defense Skill, so he can resist the wing attack's Break Parry effect. Try to keep Aphelion between the two fighters, assuming there are two fighters in the group, so that someone is always able to attack him from the safer rear side. Should Jack be the only melee specialist in the group, attack the dragon from the front while Parrying and using Counterblows.

Begin the battle with Jack's Volty Blast if the Volty Gauge is full. Keep an eye on the Volty Gauge throughout the fight. It should fill rapidly. Unleash the Volty Blast each time the meter hits its maximum, so it can begin to refill. Jack should be able to use his Volty Blast two or three times before the fight ends.

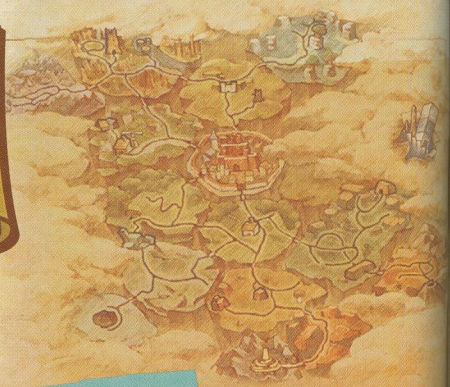
Aphelion's attack pattern changes approximately halfway through the battle. He adds magic attacks that have the power to Petrify, Bind, and Curse. Lose the Fierce Defense Skill and equip Stop Afflictions or Status Cure in its place. The Demon Mail resists these effects, but not completely. The added Skill nullifies the status attacks and keeps Jack fighting. Keep an eye on Jack's companions, who may not be so lucky, and be ready to fix them if necessary. The battle should go smoothly as long as the healer remains safe along the edge and casts a constant stream of heals. Aphelion is tough, but even a legendary dragon has its weaknesses.

More to Come



Watch the credits and save the game when prompted to create a "game complete" save. A new game can be started from the save file (the one with a large red star in the background). Doing so allows Jack to maintain his Skills, items (not weapons, armor, and accessories, except the Feather Earring), and Dagols for a whole new adventure. Playing through multiple times is also the only way to ever completely fill the Friends List. Jack can also access the hidden Dragon Lair Cave (page 259), which can be accessed only through a Journey Pig Statue from a continued game.

TO THE CITY OF FLOWERS



tasks

1



Travel to the City of Flowers

Tria Region maps are located on pages 165.

Nowem Region maps are located on pages 163.

Cuatour Region maps are located on pages 160.

Jack and Ridley join forces once again. They travel together to the City of Flowers in the Elf Region. It's a long hike through the Tria, Nowem, and Cuatour Regions. Take a right at the first intersection in the Tria Region to reach the Nowem Region. Enter the woods and turn right at the next intersection. Keep going straight from that point forward to reach the Cuatour Region, and pass Fort Helencia. The City of Flowers is only a little further down the road.

FORT HELENCIA



There's a temporary save point outside of Fort Helencia. Take a moment to use it before approaching the fort.

tasks

1



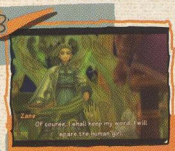
Return to Fort Helencia

2



Defeat Natalie & Leonard

3



Speak with Lord Zane

After reaching the City of Flowers, Jack must return to Fort Helencia on his own. Backtrack to the Cuatour Region and follow the road to Fort Helencia Entrance.

Jack is alone in this two-on-one duel, so he's forced to rely on his Circle Song or Herb Extracts for healing. It's best to use Herb Extracts, so Jack can save his Volty Gauge for later.

The Rune Saber's Petrify effect is very helpful in this battle. Parry the duo's attacks and Counterblow with sweeping strikes like the Right Plow, Reverse Blade, and Cyclone Plow, so that both enemies are struck with each swing. With a little luck one or both characters are Petrified. Fiercely attack Leonard if Natalie is Petrified, or if both characters are afflicted. Leonard should fall quickly. Natalie is a bit tougher. Keep Parrying her attacks and Counterblowing, and don't go nuts until she's Petrified. Save the Volty Gauge for the battle that follows, unless she's about to use her own Volty Blast. In that case, Jack should use his in self-defense in order to finish her quickly.

NATALIE



LV	HP	ATK	DEF	EVA	LCK
34	1071	174	163	121	115
EXP	DAGOL	DROP			
1848	785	Moon Stone, Strength Berry, ???			

ELE	POI	PAR	BLD	BND	FRZ
None	C	C	C	C	B
BLZ	CON	CUR	PET	DTH	
C	C	C	C	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Scoop Up	Wind	Medium	200	1.2	0.5	Paralyze (1.0)
Right Slash	Wind	Medium	90	0.8	1	Paralyze (1.0)
Jump Slash	Wind	Medium	40	1.4	1	Paralyze (1.0)
Force Blow	Wind	Medium	200	1.2	1	Paralyze (1.0)
First Class Flurry	Wind	—	—	0.6	0.5	Knocks Upward



LEONARD

LV	HP	ATK	DEF	EVA	LCK
29	1035	133	133	68	75
EXP	DAGOL	DROP			
160	227	Herb Extract (???)			

ELE	POI	PAR	BLD	BND	FRZ
None	B	D	D	D	D
BLZ	CON	CUR	PET	DTH	
D	D	D	D	D	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Sideways Attack	None	Short	90	0.8	0.5	—
Low Swing	None	Short	200	1	0.5	Knock Down



Target Leonard first.



Parry Natalie's attacks and Counterblow.

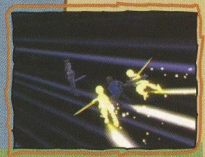
HEAVY GUARDSMAN (C)

Level	32
HP	660
EXP	638
Element	None
Special	Nothing

Gil, Row, and Pitt join Jack for the second battle, but Natalie and Leonard are accompanied by three Heavy Guardsmen. Natalie can Link with her party to form a Square Link. They should do so at the beginning of the battle. Don't waste time. Charge forward and start hacking on Natalie. Use the same sweeping attacks, so that each swing strikes most of the enemy party. One or more of the enemies may be Petrified right away and break the Link, or Gil's ice attack may Freeze them.



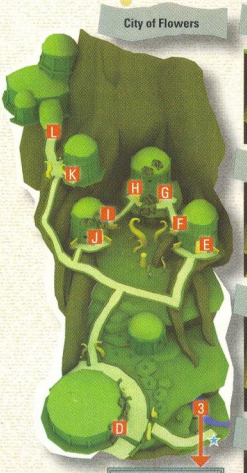
Immediately attack Natalie at the center of the enemy group.

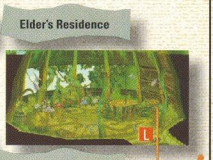


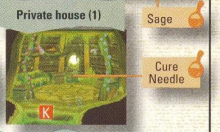
Finish her off with a Volty Blast to permanently break the Square Link.

Pause after a few successful hits and use the Volty Blast against Natalie unless it was used in the last battle. So long as Natalie remains in the Square Link she's unable to use her Volty Blast, so eliminating her quickly isn't as important. Just focus the entire party on her, so she's the first enemy to fall. Natalie's elimination makes the battle a breeze, because the enemies can no longer Link. Form the Attack Link, if possible, and clean up the stragglers.

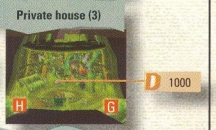
City of Flowers

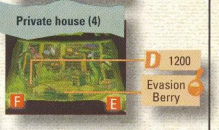














Pitt
10:50~15:50/16:00~21:55/
22:05~2:50

Pitt

Elf Region 1000	Dichett Region 1000
Shangri La 1000	Sediche Region 1000
Goblin Haven 1000	Dysett Region 1000
Earth Valley 1000	Ocho Region 1000
Adien Region 1000	Borgandiazo 1000

PITT
(10:50~15:50/16:00~21:55/22:05~02:50)

item	rate
Elf Region	1000 Dagols
Shangri La	1000 Dagols
Goblin Haven	1000 Dagols
Earth Valley	1000 Dagols
Adien Region	1000 Dagols
Dichett Region	1000 Dagols
Sediche Region	1000 Dagols
Dysett Region	1000 Dagols
Ocho Region	1000 Dagols
Borgandiazo	1000 Dagols





Jack returns to the City of Flowers automatically after the battles. Go directly to Lord Zane's house at the top of the city. All other homes and paths through the city are blocked off for now.

REUNITING WITH PARSEC

tasks

1



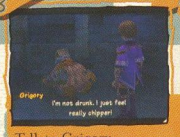
Assist Marsha and Keane

2



Speak to Franz

3



Talk to Grigory

4



Join Coco

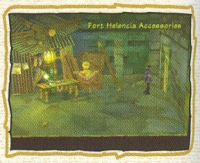
5



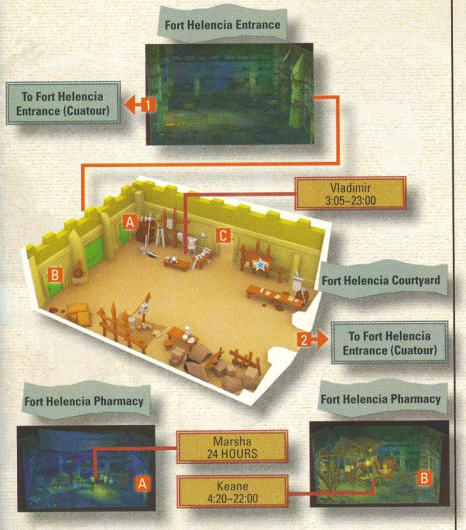
Travel to Goblin Haven

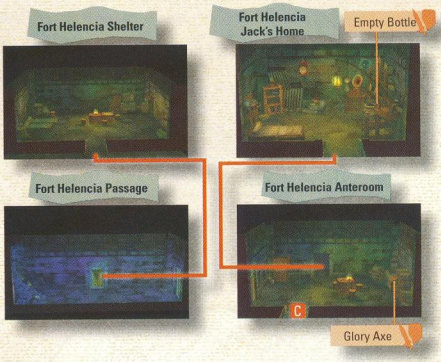
FORT HELENCIA ACCESSORIES
(04:20~22:00)

item	rate
Saint's Trophy	2400 Dagols
Divine Earring	6000 Dagols
Pluto's Trophy	20,000 Dagols
Beckoning Cat	20,000 Dagols
Training Device	50,000 Dagols
Book of Health	8000 Dagols
Book of Pegasus	2800 Dagols



Fort Helencia





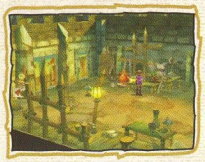
NEW RECRUITS

recruit	level	page
Franz	12	95
Gil	34	97
Grigory	8	101
Keane	18	103
Marsha	9	106
Naom	11	109
Ricky	27	111
Serva	24–27	114

VLADIMIR'S SHOP

03:05~23:00

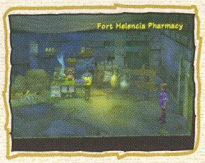
item	rate
Evil Blade	8000 Dagols
Storm Bringer	56,000 Dagols
Rune Saber	11,800 Dagols
Blaze Saber	46,000 Dagols
Icicle Axe	14,000 Dagols
Grand Smasher	68,000 Dagols
Brionac	7000 Dagols
Deep Lance	32,000 Dagols
Iron Plate	12,000 Dagols
Alefstrain	85,000 Dagols



FORT HELENCIA PHARMACY

(24 HOURS)

item	rate
Herb Extract	50 Dagols
Herb Extract S	150 Dagols
Herb Extract DX	600 Dagols
Herb Extract MAX	1000 Dagols
Moon Stone Chip	160 Dagols
Moon Stone	580 Dagols
Revival Stone	2000 Dagols
Sage	300 Dagols
Cleansing Stone	800 Dagols
Analysis Ball	40 Dagols
Panic Powder	80 Dagols
Celestial Nectar	1600 Dagols



Jack is told to go to Goblin Haven, the black goblin village. Ridley joins the party automatically, and Coco waits outside the northwest entrance. Speak to Coco when ready to leave the fort.



Practicing Business



Marsha and Keane, in the small room to the left of Fort Helencia's rear entrance, argue about which one should get to open a shop. They order Jack to help them decide. Go to Lord Zane first and talk to him about the problem. He recommends that Jack talk to Vladimir, a dwarven shopkeeper. Vladimir is located in Fort Helencia Courtyard. He suggests that Clarence might know more. Talk to him in Fort Helencia Anteroom. Return to Lord Zane after speaking with Clarence to get the final verdict. Deliver the verdict to Marsha and Keane.

The Strongest Elf

Look for Franz, a dark elf, standing in Fort Helencia Courtyard. He hopes to test his strength against the light elf, Gil. Agree to watch the battle and see what happens.



The Best Liquor



Grigory stops Jack on the way out of Fort Helencia. He's waiting on a shipment of the most famous beer, supposedly to hand out to everyone. He asks Jack to check with Vladimir about the late shipment. Talk to Vladimir in the courtyard to find out that Naom is the dwarf with the answers. Naom is in Fort Helencia Passage. He points to Dyvad, who last had the beer. Dyvad is next to Vladimir in the courtyard. Speak to him to get the Dwarf Beer, and then take it back to Grigory. Jack is rewarded with 1000 Dagols.

Upgrading & Recruiting

After confirming departure with Coco, return to Fort Helencia and take a long look around. Many of the residents are now available for recruitment if Jack completed the side events. Talk to everyone. It's a huge help if Jack hasn't recruited many nonhumans before leaving Radiata.



Vladimir, the dwarf, also opens his weapon and armor store. Check out his excellent selection. There are some very pricey items available. Make sure to upgrade Jack's weapon. Armor is less important for now. The **Storm Bringer**, though not the most powerful choice, is a fantastic blade. Its Paralyze effect is far greater than the **Grand Smasher's** Poison. The **Deep Lance** is also an excellent choice for those on a tighter budget.

Party Preparation

Jack, Ridley, and Coco are mandatory at this stage, but someone needs to take the fourth spot. Check the available characters for a healer, such as Rika. Take Gil if no healers are available. The party can survive off of Jack's Circle Song, but it limits the use of Volty Attacks.

Goblin Shops

The goblins in Shangri La have received some new goods. Be sure to check them out too when looking for new gear.

GOO
(24 HOURS)

item	rate
Phantom Edge	2500 Dagols
Steel Saber	5600 Dagols
Aqua Chopper	4400 Dagols
Steel Pike	7200 Dagols
Garden Fork	100 Dagols
Knight Spear	500 Dagols
Wind Garb	7800 Dagols
Wooden Breastplate	9000 Dagols
Basilisktos	18,000 Dagols
Kotetsu	51,000 Dagols
Rune Saber	11,800 Dagols
Spark Chopper	21,000 Dagols
Grand Pike	12,800 Dagols
Plate Armor	28,000 Dagols
Samurai Armor	60,000 Dagols

GABE
(00:00~04:00/07:55~12:00/15:55~20:0

item	rate
Moon Stone Chip	160 Dagols
Revival Stone Chip	1200 Dagols
Cure Drop	70 Dagols
Cure Needle	60 Dagols
Eye Drops	60 Dagols
Bell Amulet	40 Dagols
Heating Tablet	50 Dagols
Cooling Spray	60 Dagols
Mint Drop	50 Dagols
Holy Water	80 Dagols
Flexibility Lotion	100 Dagols
Flee Ball	60 Dagols
Toadstool Powder	80 Dagols
Panic Powder	80 Dagols

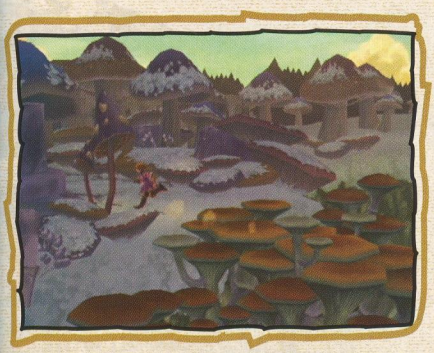


To Goblin Haven

Nowem Region maps are located on page 163.

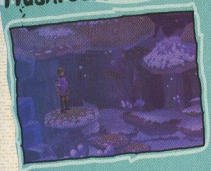
Sediche Region maps are located on page 172.

Goblin Haven is far away in the Sediche Region, which is through the Nowem Region. Leave Fort Helencia heading west into the Nowem Region, and follow the road straight through to the Sediche Region. There are several turns along the way. Just ignore them and keep heading straight.



Sediche is a maze of mushrooms. It's no surprise most humans have never heard of Goblin Haven. Go to the end of the first area and look for a mushroom lift. Ride it up and move into the connected area (Sediche Region 3). Go straight west, search for a second lift in the middle of the path, and ride it down. Keep heading west and go up one more lift to find the entrance to Goblin Haven (Sediche Region 6). Coco is along to make sure Jack doesn't get lost. He's quick to say something if the party wanders off track.

Mushroom Lifts



There are large mushrooms that act as elevators in the Sediche Region. To activate these wobbling mushrooms, kick them when they're towering over Jack, or just stand on them when they're on the ground.

Marco's Books

Look for a black goblin named Marco just outside the back door of Goblin Haven. He sells a wide variety of useful books.

MARCO
(06:00~22:00)

Item	Rate
Book of Freedom	200 Dagols
Book of Bravery	200 Dagols
Book of Fairies	400 Dagols
Book of Energy	400 Dagols
Book of Support	400 Dagols
Book of Power	500 Dagols
Book of Mimicry	800 Dagols
Book of Earth	800 Dagols
Book of Magic	1200 Dagols
Book of Awakening	1600 Dagols
Book of Temptation	1200 Dagols
Book of Desertion	1800 Dagols
Book of Remedy	2000 Dagols
Book of Schisms	2000 Dagols
Book of Spirit	2400 Dagols
Book of Training	2400 Dagols
Book of Recovery	4600 Dagols
Book of Restoration	12,000 Dagols



He Who Is Destined

tasks

1


Fight Sir Gawain

2


Defeat Sir Gawain

3

Escort Gawain to Fort Helencia

4


Defeat Jarvis & Daniel

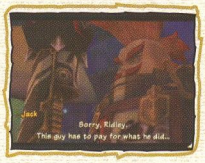
NEW RECRUITS

recruit	level	page
Shin	14	115
Fan	30	94
Row	29	113
Pitt	16	110
Few	20	94
Alan	12	86
Pietro	26	110
Jan	19	102
Niko	12	109
Danny	10	90
Dominic	21	91
Bosso	27	88
Georgio	24	97
Luka	23	105
Sonny	20	115
Giovanni	18	98
Polpo	13	111

DANNY
(07:00~21:00)

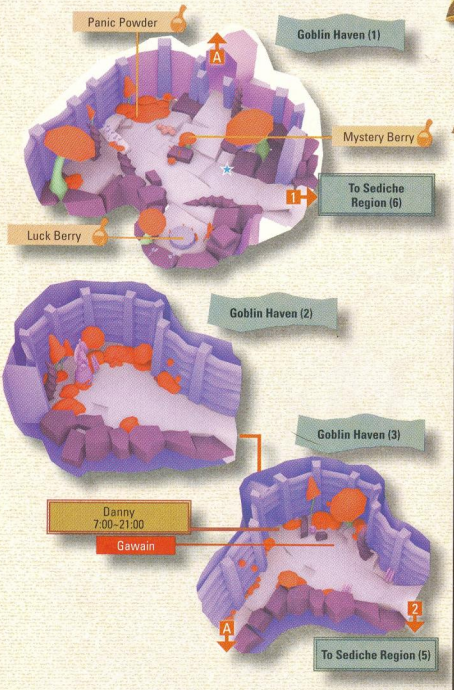
item	rate
Life Berry	30,000 Dagols
Mystery Berry	13,000 Dagols





Take a moment to save upon entering Goblin Haven. Explore the city to encounter none other than the legendary Sir Gawain.

GOBLIN HAVEN



GAWAIN



LV	HP	ATK	DEF	EVA	LCK
53	?????	265	230	172	122

EXP	DAGOL	DROP
0	0	—

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	A	A

BLZ	CON	CUR	PET	DTH
A	A	D	D	A

Moves	Element	Range	Arc	Power	Knock Back	Effect
1 Right Blow	None	Long	120	0.7	1	—
2 Left Blow	None	Long	120	0.6	1	—
3 King Crush	None	Long	90	1.2	1	—
Crossbow	None	Long	0	0.6	0.5	—
Leo Smash Royale	None	—	—	0.3	1.3	—
Antagonize Enemy	None	—	—	2	1.3	Knock Back

This is a no-win situation. Gawain is just too tough for Jack. Fight for a bit, but eventually Gawain ends the battle with his Leo Smash Royale.



Gawain's Leo Smash Royale brings this battle to its inevitable conclusion.



Take some time after the fight with Gawain to explore Goblin Haven more thoroughly. There are a few black goblins to recruit, but the main purpose is to use the restoration point near Gawain and save if desired. Challenge Gawain a second time when healed and ready to continue.



GAWAIN

LV	HP	ATK	DEF	EVA	LCK
53	350/1350	265	230	172	122
EXP	DAGOL	DROP			
9064	0	Revival Stone Chip, Mystery Berry (???)			

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	A	A
BLZ	CON	CUR	PET	DTH	
A	A	D	D	A	

Jack may have healed from the first battle, but Gawain has not. If Gawain is not surrounded by the telltale flames of an imminent Volty Blast, then Jack can Parry his attacks and Counterblow with quick strikes. However, if Gawain did not use the Volty Blast in the previous battle, he is likely to now, so use Jack's to finish him off in one blow before he can do the same.

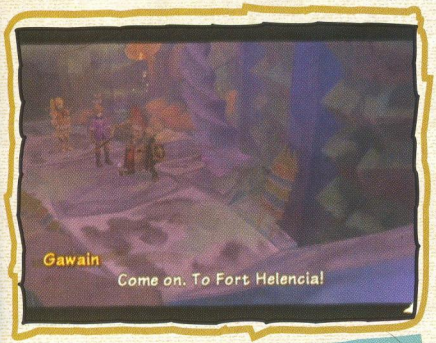


Gawain is no match for Jack the second time they battle.

Moves	Element	Range	Arc	Power	Knock Back	Effect
1 Right Blow	None	Long	120	0.7	1	—
2 Left Blow	None	Long	120	0.6	1	—
3 King Crush	None	Long	90	1.2	1	—
Crossbow	None	Long	0	0.6	0.5	—
Leo Smash Royale 1-6	None	—	—	0.3	1.3	—
Antagonize Enemy	None	—	—	2	1.3	Knock Back

Return to Fort Helencia

Gawain joins the party for now. The party can use the Journey Pig Statue outside of Goblin Haven to get back to Fort Helencia in a flash, but don't go too quickly. There's plenty to see outside, and this is Jack's one chance to learn Gawain's "King of Night" Skill. Take some time to fight with him in the wild, and keep Linking to ensure that Jack masters the Skill before they return to the fort.



Wind Valley Expedition

Nearby Wind Valley (a left instead of a right in the rocky area on the way home) is a great place to stop for quick experience while earning the King of Night Skill. There are also some excellent treasures available.

Parting with Friends

Jack and company encounter Jarvis and Daniel upon returning to Fort Helencia Entrance. After a brief conversation they're forced to battle.



Hecton Squad

JARVIS

LV	HP	ATK	DEF	EVA	LCK
35	895	154	155	94	80
EXP	DAGOL	DROP			
578	159	???			

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D
BLZ	CON	CUR	PET	DTH	
D	D	D	D	D	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Thrust	Fire	Medium	40	0.6	0.5	—
Upward Thrust	Fire	Medium	40	0.8	0.6	—
Ground Sweep	Fire	Medium	200	1	0.5	Knock Down

DANIEL

LV	HP	ATK	DEF	EVA	LCK
34	1030	126	124	72	93
EXP	DAGOL	DROP			
178	222	???			

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D
BLZ	CON	CUR	PET	DTH	
D	D	D	D	D	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Tree Chopper	None	Short	90	0.8	0.5	—
Daniel Blow	None	Short	40	1.2	1.3	—



Focus the party's attacks on Jarvis first.



Daniel is seriously outclassed in this battle.

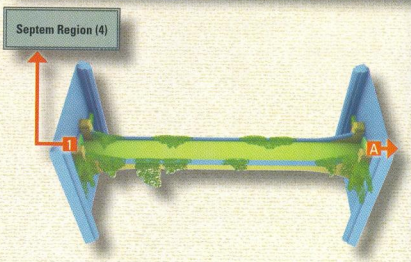
The duo of Jarvis and Daniel are really no match for Gawain and Jack. Direct attacks at Jarvis first. Though he's the more talented fighter, he has the least amount of HP. Unleash a Volty Blast and then finish him off. Surround Daniel with the Attack Link once he's alone, and the battle ends quickly.

Enter Fort Helencia—Gawain takes his leave. Take a moment to save and then seek out Mikey, a dark elf, inside Fort Helencia Entrance.

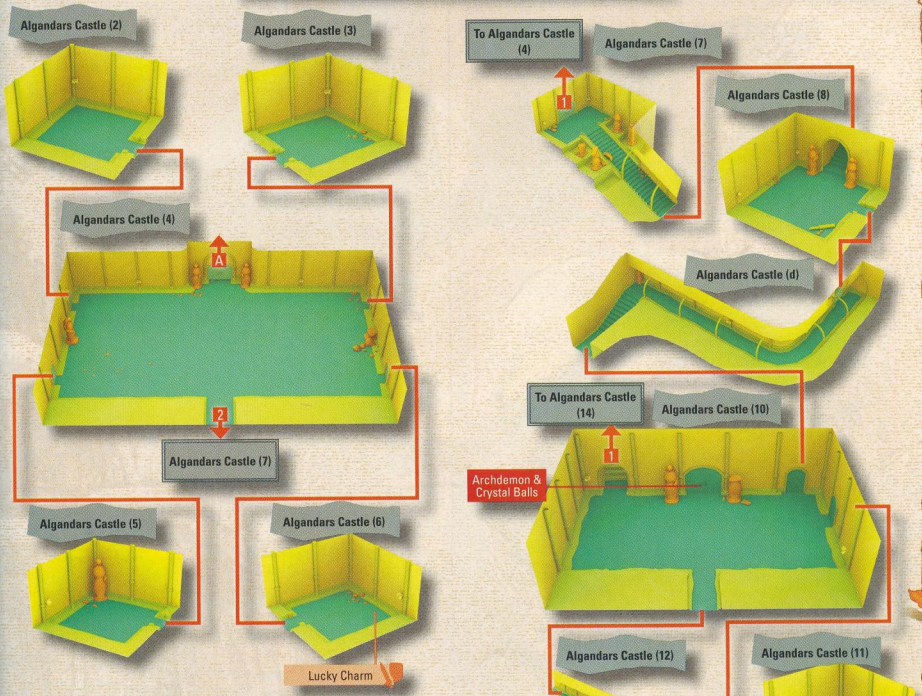


Algandars Castle

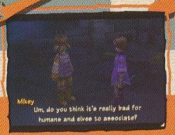
ALGANDARS CASTLE



ALGANDARS CASTLE



tasks

1. 

Speak with Mikey

2. 

Travel to Algandars Castle

3. 
Defeat the Archdemon

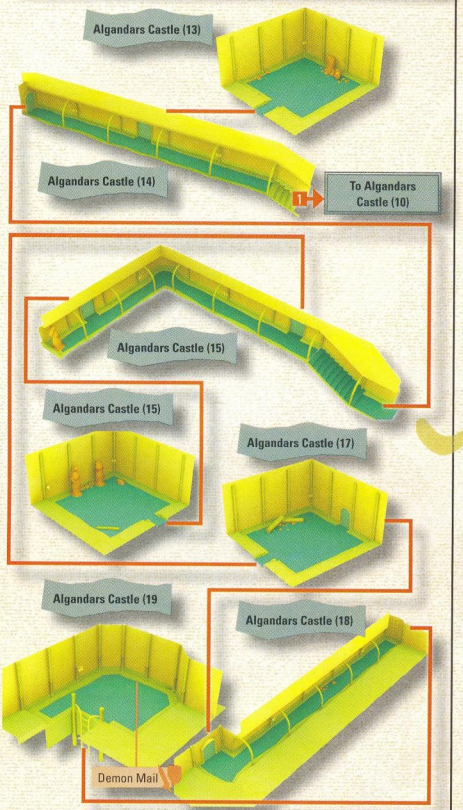
4. 

Return to Fort Helencia

NEW RECRUITS

recruit	level	page
Mikey	27	108

ALGANDARS CASTLE



enemies

DARKSOUL

Level	21
HP	298
EXP	106
Element	None
Special	Nothing



GRIM REAPER

Level	26
HP	651
EXP	554
Element	None
Special	Nothing



HELLRAISER

Level	30
HP	999
EXP	1246
Element	None
Special	Curse

enemy encounters

enemy	definite enemy	possible enemy	exp	dagols
Darksoul	Darksoul x4	Darksoul x2, Grim Reaper x1	424–1190	196–348
Grim Reaper	Grim Reaper x2	Grim Reaper x1, Darksoul x2	1108–1874	108–260
Hellraiser	Hellraiser x1	Grim Reaper x2	1246–2354	291–399

Adien Region maps are located on pages 158.

Septem Region maps are located on pages 171.

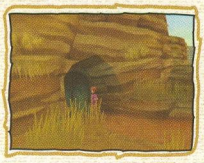
TO FIND A CURE

Mikey hopes that a cure for Algandars disease can be found at Algandars Castle in the Septem Region. Join forces in seeking the cure. Ridley is a great third for the party, and any healer or Gil does well in the fourth slot.



Recruitment

This is a great time to seek out new recruits in the City of Flowers, Forest Metropolis, and Shangri La. This is especially true for anyone that failed to recruit most of the nonhumans before the split.



Use the Journey Pig Statue at Fort Helencia to reach the Adien Region. Run through Nuevo Village and straight on to the Septem Region. Hang a right at the second intersection, and then continue straight to a large door set in a stone wall. Algandars Castle is behind the ominous gate.

Former Friends



The areas that surround Radiata are now very dangerous for Jack. One-time friends have taken up arms against him. Don't look to chat when a former human friend is found on a path. Expect to be attacked without mercy. These groups are especially good experience, making these dangerous regions particularly excellent spots to level up.

Into the Past



The castle is fairly straightforward. There's a set of double doors in the center of Algandars Castle that leads to the elf king's chambers and the boss. Explore deeper, though, to find some fantastic treasures, including the **Demon Mail**. To reach it, go up the stairs to the left of the boss's chamber, down the hall to the door at the very end, then through the first door in the subsequent hallway. This ominous suit of armor provides great defense and protection from status attacks, but it drains Jack's health one point per second during battles. It's a small price to pay for such solid protection.

Archdemon

LV	HP	ATK	DEF	EVA	LCK
36	5328	252	0	139	247
EXP	DAGOL	DROP			
8000	0	Growth Gem, Hatred Edge, Algendars Castle Record (100%)			

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	B	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Strange Light	Fire	Long	0	1	0.5	Blaze (150%)
Strange Light	Water	Long	0	1	0.5	Freeze (150%)
Strange Light	Wind	Long	0	1	0.5	Paralyze (150%)
Strange Light	Earth	Long	0	1	0.5	Poison (150%)
Icy Devil Hook	Water	Mid	360	1	1	Freeze (100%), Knock Back
Dark Breath	None	Mid	90	0.3	0.5	1~7 hits, Petrify (100%)
Light of Ruin	None	Long	0	0.8	1	1~2 hits, Curse (100%), Break Parry
Summon Servant	—	—	—	—	—	Summon 2 Grim Reapers

Crystal Balls

LV	HP	ATK	DEF	EVA	LCK
20	600	0	261	0	0
EXP	DAGOL	DROP			
0	0	N/A			

ELE	POI	PAR	BLD	BND	FRZ
Variable*	A	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	A	

*Red = Fire Element/Blue = Water Element/Yellow = Wind Element/Green = Earth Element

Moves	Element	Range	Arc	Power	Knock Back	Effect
—	—	—	—	—	—	When Destroyed, Takes 666 HP from Archdemon

The Archdemon can't be attacked, but the Crystal Balls surrounding it are vulnerable. Destroying them is the only way to banish the boss for good. Most of the Archdemon's attacks are aimed to the front. It has one spinning attack that strikes anyone near its body, but the attack isn't overused. Attempt to stay behind the enemy while the other party members attack from the front.

Assault the Crystal Balls one at a time until they're destroyed. The Crystal Balls have only 600 HP each, so they aren't too tough, but they do require a little effort. Keep a close eye on the other three characters, and command the healer to take action when necessary. None of the nonhumans is a great healer, so have some Herb Extracts ready, or use Jack's Circle Song to cure the entire party for free. The Line Link can be useful in this battle, as it strikes multiple Crystal Balls with each attack, but use the Volty Gauge for healing first and attacking second.



Stay behind the boss and destroy the Crystal Balls.

Backtrack to Fort Helencia after the battle. Mikey rewards Jack's efforts with the **Power Stone**. Look for him later at the Forest Metropolis to recruit him permanently.

GOBLIN HISTORY

tasks

1. 

Speak with Marco at Goblin Haven

2. 
Invade the Goblin Cemetery

3. 

Defeat Gobblehope IX

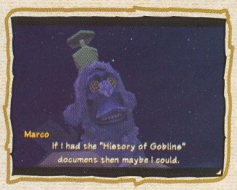
4. 

Return the Goblin History Book to Marco

NEW RECRUITS

recruit	level	page
Marco	16	105

Travel to Goblin Haven and speak with Marco, the book salesman. He's searching for an ancient document detailing the history of the goblins. It's believed to be inside the Goblin Cemetery in the Dorse Region.



Use the Journey Pig Statue at Goblin Haven to reach the Dorse Region. Go away from Shangri La and take a left at the top of the hill. Look for a path on the left side after crossing the rock bridge—follow it. Hang a left at the first fork and a right at the second to reach the entrance to Goblin Cemetery once again.

GOBLIN CEMETERY

Goblin Cemetery maps are located on pages 191.



The task at hand couldn't be any easier. Obviously Jack is very familiar with this area from his time in Theater Vancoor. Get in, run to the end, conquer the boss to get the book, and get out. It's simple and neat. There's no shortage of enemies in the Goblin Cemetery, but at this point they're worth very little to Jack and his party. It's better to move fast here and spend the saved time in an area with more substantial foes.

Skill Seeking

Those looking to bone up on Skills should bring along a few lower-level recruits and fight every enemy. Link up in every battle to ensure that Jack learns the party's Skills before leaving the Goblin Cemetery.

Return the **Goblin History Book** to Marco. He presents the party with 6000 Dagols for the book. Though he isn't yet available to recruit, he soon will be. Check back with him shortly.



THE MAGNIFICENT ORE

GOBBLEHOPE IX

LV	HP	ATK	DEF	EVA	LCK
38	1806	166	70	266	134
EXP	DAGOL	DROP			
650	10	Flee Ball, Mystery Berry			

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	A	

ves	Element	Range	Arc	Power	Knock Back	Effect
htning Curse	Wind	Mid	0	1.5	0	—
blin Revival	—	—	—	—	—	Summon Bone Goblin
nish	—	—	—	—	—	Warp across the room

BONE GOBLIN

Level	17
HP	202
EXP	75
Element	None
Special	Nothing

The boss waiting at the end should seem familiar. Gobblehope IX is back and ready to battle once again. His tactics haven't changed a bit. He creates Bone Goblins to do the fighting for him and teleports away when he's threatened. At this point, the party can wipe out the Bone Goblins in a couple of hits, so they're no real threat. Pick them off as they appear. Surround and attack Gobblehope. It doesn't take long to subdue him a second time. Those in a real hurry can use a Volty Blast to wipe him out even faster, but it's a serious waste of a full Volty Gauge.



Repeatedly track down Gobblehope IX as he teleports around the room.

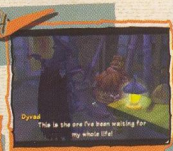
tasks

1 

Talk to Dyvad

2 
Travel to Earth Valley and Dwarf Tunnel I

3 
Conquer the Earth Cell

4 

Return the Shiny Ore to Dyvad

Walkthrough

NEW RECRUITS

recruit	level	page
Dyvad	17	93

Return to Fort Helencia and speak to Dyvad in the courtyard. He wants some ore of incredible quality from the dwarf mine in Earth Valley. Accept his task and use the Journey Pig Statue outside Fort Helencia to travel to the Earth Valley gate.



As expected, the once thriving town is completely desolate. Cross the city and enter Dwarf Tunnel I.

Dwarf Tunnel I

Dwarf Tunnel I maps are located on pages 193.

The creatures in the mine are no threat to the party. Pass them by as much as possible. The path down to the center is very simple. Run directly across the first room and ignore the tunnel in the back wall. Go down the elevator, continue to the second room, and enter the door in the center of the back wall. The path is straight from that point, through another room and several tunnels, to a huge chamber (Dwarf Tunnel I 11) where a boss can be found.

Earth Cell (A)

LV	HP	ATK	DEF	EVA	LCK
29	1100	170	0	140	0
EXP	DAGOL	DROP			
2000	276	Behemoth (100%)			

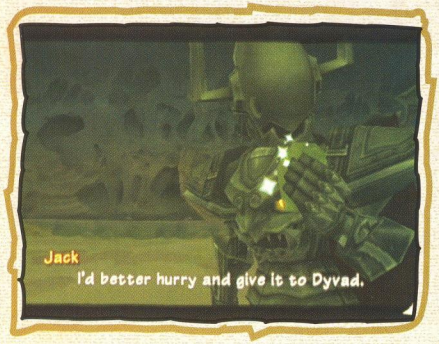
ELE	POI	PAR	BLD	BND	FRZ
Earth	A	C	A	C	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	B	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Earth Glaive	Earth	Long	0	0.8	1	—
Huge Stone	Earth	Long	0	0.7	1	1~3 hits, Ignore Parry

This is a simple battle. Use the Attack Link or something similar to involve the entire party in the assault. Attack mercilessly, and the enemy should fall quickly. Jack can even speed things up with a Volty Blast, but it's a terrible waste of a full Volty Gauge. The party receives the **Behemoth** as a reward and finds the **Shiny Ore**.



Gang up on the Earth Cell—it doesn't stand a chance.



Return the Shiny Ore to Dyvad at Fort Helencia. He rewards the party with a **Deep Lance**. Speak to him once more to recruit him.

ON THE VERGE OF AWAKENING

tasks

1



Rest in Jack's Room

2



Travel to the Dichett Region

3



Battle Elwen

Sleep in Jack's Room within Fort Helencia after finishing the Algandars Castle quest. Parsec, the Fire Dragon, is under attack. Jack must rush to Fire Mountain to save him. Gather a party. Ridley is unavailable, but Gil is an absolute must for this mission. His Fire Defense Skill and Water attacks come in very handy at Fire Mountain. Also grab a healer and perhaps one more melee character, such as Gob.





The trek to Fire Mountain starts in the Dorse Region. Use the Journey Pig Statue at Fort Helencia to travel to Shangri La. Pass through the city and out the east exit to reach the Dichett Region. Jack encounters someone familiar on the bridge that connects Dorse to Dichett.



Marco

Stop at Goblin Haven and recruit Marco (page 105) on the way to Shangri La. He's ready to join, assuming Jack completed the Goblin History event.



ELWEN

LV	HP	ATK	DEF	EVA	LCK
60	3300	308	273	212	287
EXP	DAGOL	DROP			
9999	300	Revival Stone, Growth Gem			

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Fantasia	None	Medium	90	0.9	1	—
Reverse Fantasia	None	Medium	90	0.8	1	—
Streaming Sword	None	Medium	200	1.2	0.5	—
Heavenly Throw	None	Medium	40	1.2	0.6	Launch
Radiant Sword	None	—	—	6	1.3	Volty Blast, Knock Back

Elwen is a fierce fighter with no real weakness. Her Radiant Sword Volty Blast is capable of causing nearly 2000 hit points of damage to one character, and her lesser attacks can carve up a party member in seconds. The only way to beat her is to enter battle with Jack at over 1900 HP (use Skills, Life Berries, and accessories for a boost), equipped with a good spear, and holding plenty of Herb Extracts for quick heals. Keep his HP maxed out with Auto Cure and use Herb Extracts when necessary. Parry Elwen's attacks and Counterblow with short single-hit thrusting attacks. Otherwise, expect a quick defeat, but don't give up. Sometimes she uses her Volty Gauge to increase her defense rather than unleashing her Radiant Sword Volty Blast. With a little luck Jack just might persevere, but it isn't critical that he wins.

Wait Until Nightfall



Elwen has the "King of Day" Skill at level four, which adds 20 to all her stats during daylight hours. If you want a better shot at beating her, wait until nightfall to do so.

Elwen is nearly unstoppable.

Demon Mail Wearers Beware

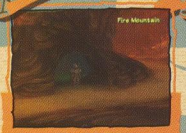
Use an Herb Extract to heal at least a small portion of Jack's health after the battle with Elwen. If not, he'll die as soon as the next battle begins, even if he's equipped with Auto Cure.

DEATH OF THE FIRE DRAGON



tasks

1



Enter Fire Mountain

2



Locate Parsec

3



Combat Cross

Dichett Region maps are located on page 173.

The Dichett Region is a small maze of rocks over a boiling lake of lava. Follow the outer edge left, around to the thorn-like protrusions in the northwest corner. There are many parts of the path that sink into and rise up from the lava lake. These are no threat to Jack, but they do change the landscape slightly, making it a little harder to find the way around. Climb the thorns to reach Fire Mountain.

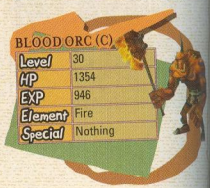


Fire Mountain

enemies



BLOOD ORC (A)	
Level	29
HP	1213
EXP	893
Element	Fire
Special	Blaze



BLOOD ORC (C)	
Level	30
HP	1354
EXP	946
Element	Fire
Special	Nothing







Proper Equipment

The Deep Lance given to Jack for the Magnificent Ore event is great around the Dichett Region and Fire Mountain. All of the creatures encountered are Fire-based and weak against Water.

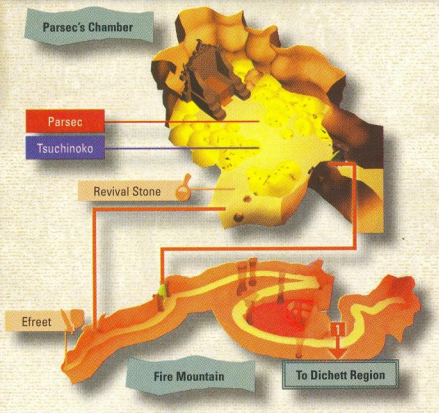
enemy encounters

enemy	definite enemy	possible enemy	exp	dagols
Blood Orc (A)	Blood Orc (A) x1	Blood Orc (C) x1, Flame Ant x3	893–3381	900–1047
Blood Orc (C) (Mount 2)	Blood Orc (C) (Mount 2) x1	Flame Lizard x2, Flame Ant x1	2002–3704	505–623
Flame Ant	Flame Ant x7	Flame Ant x3	3598–5140	28–40
Flame Lizard	Flame Lizard x3	Flame Lizard x2, Flame Ant x2	1782–3998	171–293

A group of Radiata Knights guards the entrance to Parsec's Lair. Defeat them to enter the lair and face the real challenge.



FIRE MOUNTAIN REGION



Fire Mountain is very straightforward. It's one long path to Parsec. There are many high-level enemies along the way, which are great experience. Link with Gil during the battles, so the entire party shares his Fire Defense Skill.



Lost Treasure

There are two chests to be found on Fire Mountain. Neither can be reached on Jack's first visit. Come back after the battle with Cross to claim the missed items.



CROSS

LV	HP	ATK	DEF	EVA	LCK
40	1297	207	181	148	182
EXP	DAGOL	DROP			
800	508	Herb Extract DX, Strength Berry			

ELE	POI	PAR	BLD	BND	FRZ
None	C	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Slant Slash	Water	Mid	90	0.8	1	Freeze (100%), Break Parry
Abyss Slice	Water	Mid	200	1	1	Freeze (130%), Break Parry
Heaven and Earth	Water	Mid	40	0.9	0.6	Hit 1 of 2, Freeze (100%), Launch
Heaven and Earth	Water	Mid	40	1.1	0.5	Blaze (1.0), Knock Back
Cross Slash	Water	Mid	120	0.8	0	Hit 2 of 2, Freeze (100%)
Cross Slash	Water	Mid	40	1	1	Hit 1 of 2, Freeze (150%)
Celestial Line	None	—	—	0.5	1	Volty Blast, Knock Back



MALE KNIGHT (C)

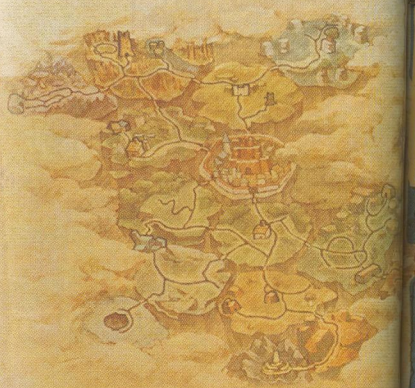
Level	36
HP	880
EXP	793
Element	None
Special	Nothing

This is a no-win battle for Jack. Cross is unbeatable and eventually ends the fight with his Celestial Line Volty Blast. Put up a good fight, but don't waste healing items or anything else trying to win.



Cross brings the battle to a close with a Volty Blast.

BEFORE THE STORM



tasks

1



Gather a Party

2



Speak to Gawain

3



Defeat Gawain

Many automatic events occur after the battle with Cross. Jack soon finds himself inside Fort Helencia ready for more battles. Both Ganz and Ridley are now available. Consider adding them both to the party. Though it means having three fighters in the group, they're still formidable. Add a healer or Gil, and they're nearly unstoppable. Feel free to mix and match though. Nothing says either character must be in the party for now.

The Arbitrator

Look for Gawain in the Fort Helencia Shelter after the events of "Before the Storm." Speak to him to begin the next event.





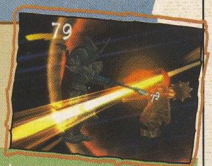
Gawain

LV	HP	ATK	DEF	EVA	LCK
55	1465	271	238	176	126
EXP	DAGOL	DROP			
9064	0	Revival Stone Chip, Mystery Berry			

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	A	A
BLZ	CON	CUR	PET	DTH	
A	A	D	D	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
1 Right Blow	None	Long	120	0.7	1	—
2 Left Blow	None	Long	120	0.6	1	—
3 King Crush	None	Long	90	1.2	1	—
Crossbow	None	Long	0	0.6	0.5	—
Leo Smash Royale	None	—	—	0.3	1.3	Volty Blast, Hits 1~5 of 6
—	None	None	—	2	1.3	Volty Blast, Hit 6 of 6, Knock Back

Gawain desires to test Jack's strength once more. Trade blows with him by Parrying his attacks and Counterblowing. Keep this up until Gawain is ready to use his Volty Blast. Quickly unleash Jack's Volty Blast on Gawain to hopefully finish the battle. If not, ensure that Jack's HP is maxed out before Gawain can use his Volty Blast.



Attempt to finish off Gawain before he can use a Volty Blast.



Win or lose, after the battle, Gawain pronounces Jack ready for the legendary Arbitrator, his father's sword. It no longer shows up as an "important item" and gets moved to the "common items" list, where it can be equipped.

Negotiating with the Orcs

tasks

1



Speak with Lord Zane

2



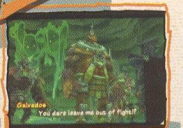
Locate JJ in the Elf Region

3



Travel to Borgandiazo

4



Find and Fight Galvados

5



Report to JJ

6



Return to Lord Zane

NEW RECRUITS

recruit	level	page
Doppio	15	92
Drew	9	93
JJ	46	103

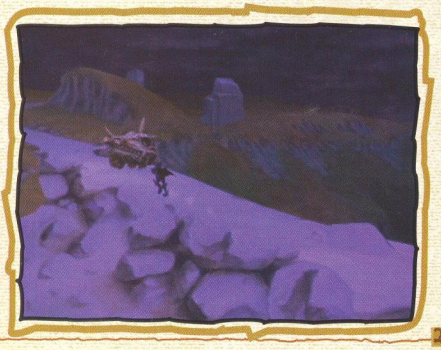
Enter Fort Helencia Shelter and speak with Lord Zane. The nonhuman army has amassed, but the orcs are unrepresented. Zane asks Jack to locate the green orc leader, JJ, in the Elf Region.



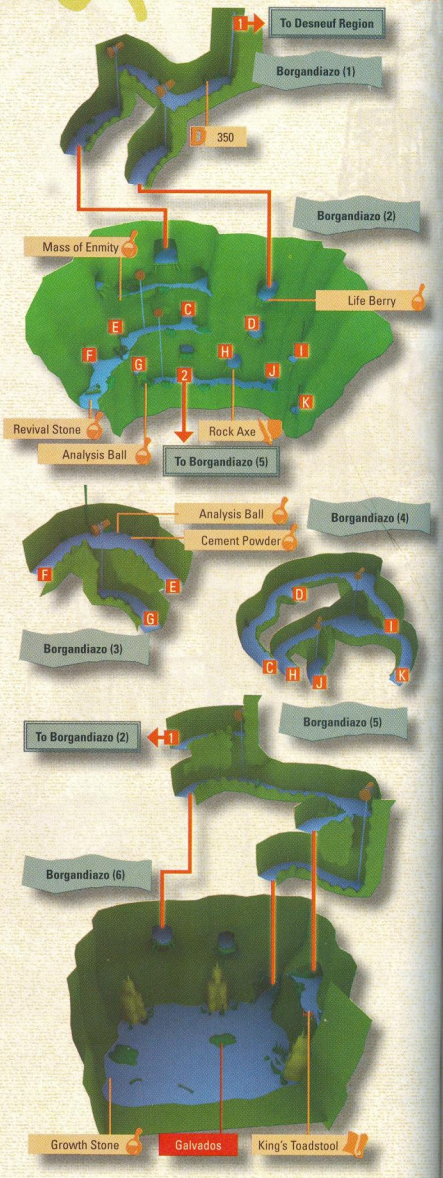


Leave Fort Helencia and use the Journey Pig Statue to fly to the Elf Region. Travel north (left) from the City of Flowers and take a right at the split. Pass through the swamp to the fork at the back, and turn right again to find JJ sitting at the end of the path. Speak to the green orc leader and choose either option when prompted. He asks Jack for a favor. The blood orcs have kidnapped his friends. Look for them in the Desneuf Region within Borgandiazo.

Getting to the Desneuf Region is no small task. Travel to the Adien Region and head south through Nuevo Village. Turn right at the intersection that follows, and then take an immediate left to reach the Ocho Region. Follow the road to a fork and turn right (Jack's right). The road leads to a stone arch. Turn left, avoiding the arch, to enter the Desneuf Region. The rope next to the Journey Pig Statue is the entrance to Borgandiazo, the city of the blood orcs. Take a moment to teleport back to Fort Helencia and save before entering this dangerous region.



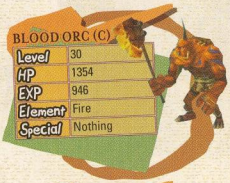
Borgandiazo



enemies



BLOOD ORC (A)	
Level	29
HP	1213
EXP	893
Element	Fire
Special	Blaze



BLOOD ORC (C)	
Level	30
HP	1354
EXP	946
Element	Fire
Special	Nothing



BLOOD ORC (D)	
Level	32
HP	856
EXP	1056
Element	Fire
Special	Nothing



FLAME LIZARD	
Level	32
HP	392
EXP	594
Element	Fire
Special	Blaze

enemy encounters

enemy	definite enemy	possible enemy	exp	dagol's
Blood Orc (A)	Blood Orc (A) x2	Blood Orc (C) x1	1786–2732	1800–1935
Blood Orc (D)	Blood Orc (D) x1	Flame Lizard x4	1056–3432	370–598

Borgandiazo is a maze of doors and hallways. Please use the map to navigate. Jack must get to the cave at the bottom (To claim all of the treasure: A, down rope, E, F, E, C, down rope, H, J). Keep the Deep Lance equipped to ensure maximum damage to the fire creatures here, and fight to the lowest point in the bottom hall to find the blood orc leader.



GALVADOS



LV	HP	ATK	DEF	EVA	LCK
49	3900	265	189	148	272
EXP	DAGOL	DROP			
5330	2236	Herb Extract MAX, Life Berry (100%)			

ELE	POI	PAR	BLD	BND	FRZ
Fire	B	B	B	B	B
BLZ	CON	CUR	PET	DTH	
A	B	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Poke	None	Mid	40	1	0.5	1~2 Hits, Break Parry

There are two parts to this battle. Galvados begins the fight riding a Therosaurus. Immediately equip the Deep Lance. Its Water attack is especially deadly to blood orcs like Galvados. Use the Attack Link and surround the beast. Beat on it until the creature collapses and Galvados is on his own. Keep a close eye on everyone. The Therosaurus isn't defenseless. Break the Link to heal if necessary.

Galvados is even tougher without his mount, but he's completely alone. Continue to use the Attack Link to focus everyone on the boss. Break it as soon as someone takes damage and heal. Jack can easily go one-on-one Parrying and using Counterblows. With a little luck, the boss may even be Frozen and defenseless for a bit. Be prepared for Galvados' Crazy Slugger Volty Blast. He can target anyone in the party, so immediately heal everyone when he's about to use the attack to give the target a chance of surviving it. Jack should use his own Volty Blast as soon as it's ready.



Surround and attack the Therosaurus to dismount Galvados.



The Deep Lance is great against the fire-based boss.

King's Toadstool



Don't miss the King's Toadstool on the ledge overlooking the boss. It's essential for recruiting Drew (page 93) and Doppio (page 92).

ALGANDARS

tasks

1



Exit Fort Helencia

2



Conquer Cross

3



Speak to the Survivors

Return to the Elf Region and deliver the good news to JJ. Travel back to Fort Helencia after JJ agrees to help and share his decision with Lord Zane. He provides Jack with a **Saint's Trophy** as thanks for the party's efforts. Return to Jack's Room in Fort Helencia and sleep to advance.



Orcs of War

Don't think for a second that the blood orcs are now friendly. Any blood orcs encountered on the way out are just as aggressive as they were on the way in.

NEW RECRUITS

recruit	level	page
Galvados	49	96
Gruel	31	101

Jack wakes to find Fort Helencia under attack. Rush to the fort's front door (the side facing Radiata) to find the enemies. Defeat the group of Radiata Knights before the real battle begins.





CROSS

LV	HP	ATK	DEF	EVA	LCK
40	1297	207	181	148	182
EXP	DAGOL	DROP			
800	508	Herb Extract DX, Strength Berry			

ELE	POI	PAR	BLD	BND	FRZ
None	C	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Slant Slash	Water	Mid	90	0.8	1	Freeze (100%), Break Parry
Abyss Slice	Water	Mid	200	1	1	Freeze (130%), Break Parry
Heaven and Earth	Water	Mid	40	0.9	0.6	Hit 1 of 2, Freeze (100%), Launch
Heaven and Earth	Water	Mid	40	1.1	0.5	Hit 2 of 2, Freeze (100%)
Cross Slash	Water	Mid	120	0.8	0	Hit 1 of 2, Freeze (150%)
Cross Slash	Water	Mid	40	1	1	Hit 2 of 2, Freeze (200%)
Celestial Line	None	—	—	0.5	1	Volty Blast, Knock Back



MALE KNIGHT

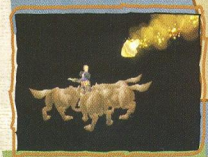
Level	36
HP	880
EXP	793
Element	None
Special	Nothing

Cross is still formidable, but no longer invincible. He can create a Kamikaze Link with the Male Knights in his party, which only increases his attack power. Equip Jack with a Prevent Freeze Skill, or Status Cure to negate Cross' Freeze attack, and then Link with the others in the group to share it. The Attack Link works well, and even the Guard Link works if there's a healer in the party.

Focus on Cross at the start. Attack him with everything the party has and launch Jack's Volty Blast to finish him off. Gruel's Volty Blast is even more effective if it's available. Just order him to attack Cross and then command him to "Use Volty." With Cross gone, the battle is very easy to complete. The Kamikaze Link is no longer a threat, nobody can be Frozen, and the danger of Cross' Volty Blast is no more. Clean up the Male Knights that remain to claim victory.

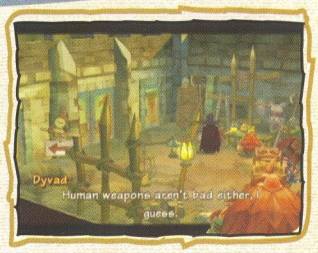


Focus the party on the biggest threat: Cross.



Defeat him with a Volty Blast, and the battle is essentially over.

Explore Fort Helencia after the battle. Speak to *everyone* that's still alive to continue the story. Don't miss Naom; he's hiding off to the side in Marsha's shop. Another event begins as soon as Jack has spoken to the survivors.



RIDLEY'S DECISION

tasks

1



Meet at the ressan tree

2



Sleep at Jack's Place

Ridley exits the party and asks Jack to meet her at the Ressan Tree. The tree is found at the top of the hill in front of Fort Helencia. However, Jack goes there automatically at 20:00, so recruit or fight a little until that time comes. Return to Fort Helencia after the meeting with Ridley and sleep to continue.



THE EDGE OF THE WORLD

tasks

1. Travel to the Dysett Region



2. Defeat Gerald



3. Punish Cross



4. Climb the City of White Nights



Jack, Ganz, and the party must follow Ridley to the City of White Nights. The city is located in the Dysett Region, which is connected to the Septem Region. Use the Journey Pig Statue at Fort Helencia to travel to the Adien Region. Pass straight through Nuevo Village and into the Septem Region. Follow the road to the second intersection in the Septem Region, and turn to Jack's left. Hang a left at the second intersection as well to reach the Dysett Region.





The Dysett Region is full of huge monsters, which sometimes block the path. When that happens just kick them to initiate a battle, defeat the enemies, and the path is cleared. It's worth fighting them even if they're not blocking the road, both for the experience and to fill the Volty Gauge. Continue down the dusty road until Jack encounters an old friend.



Final Party

Ganz must be in the party from this point forward. The other two spots can be filled by anyone. JJ, Galvados, and Gruel are all excellent choices. Definitely place Gruel in the party until Jack has mastered the Full Power Skill. Until that time, his Volty Blast seriously out-damages Jack's Volty Blast, so he's extremely helpful in boss fights.

Any combination of the three leaves the party without the services of a healer. Stop at the Fort Helencia Pharmacy and stock up on Revival Stones, Herb Extract MAXs, and Sage or Cleansing Stones. Ten to twenty of each should be plenty. Using items to heal the party allows Jack to use Volty Attacks freely during the final battles.



GERALD

LV	HP	ATK	DEF	EVA	LCK
49	2105	216	184	133	166
EXP	DAGOL	DROP			
3452	780	Revival Stone Chip, Strength Berry			

ELE	POI	PAR	BLD	BND	FRZ
None	B	B	B	D	B
BLZ	CON	CUR	PET	DTH	
B	D	D	B	D	

Moves	Element	Range	Arc	Power	Knock Back	Effect
1 Uno Thrust	Wind	Medium	50	0.7	0.5	Break Parry
2 Dos Bash	Fire	Medium	220	0.8	1	Blaze (100%)
3 Tres Slice	Wind	Medium	100	0.9	0.5	—
4 Reverse Slice	Fire	Medium	100	1.5	1	Blaze (100%), Knock Back
Dual Wave Blade	None	—	—	—	1.3	Volty Blast, Knock Back

Gerald is a fierce fighter, but he's up against a full party. Use the Attack Link to ensure the entire party is attacking with all of their might. Strike Gerald a few times and then use Gruel's Volty Blast if it's available to finish him off. If not, attack Gerald a little longer and finish him with Jack's Volty Blast. Try to do so before Gerald uses his Dual Wave Blade, which causes approximately 1000 hit points of damage.



Gruel's Volty Blast can easily devastate Gerald.

Gruel's Secret

Gruel's Volty Blast is far more powerful than Jack's due to his Full Power Skill. Jack's Volty Blast will be more powerful once he masters the Full Power Skill. Always equip this Skill just before using a Volty Blast on a boss, and then switch back to a Skill that's more useful in lesser battles.

Continue down the road after the battle with Gerald. Fight every enemy and quickly rebuild the Volty Gauge for the next boss. He's waiting just before the entrance to the City of White Knights. It's advisable to make a quick stop back at Fort Helencia via the Journey Pig Statue to save before facing him!





CROSS

Skill	Skill Lvl
Fighting Spirit	★★★

LV	HP	ATK	DEF	EVA	LCK
40	1297	207	181	148	182
EXP	DAGOL	DROP			
800	508	Herb Extract DX, Strength Berry			

ELE	POI	PAR	BLD	BND	FRZ
None	C	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	A	

Moves	Element	Range	Arc	Power	Knock Back	Effect
Slant Slash	Water	Mid	90	0.8	1	Freeze (100%), Break Parry
Heavenless Kill	Water	Mid	200	1	1	Freeze (130%), Break Parry
Heaven & Earth Ream	Water	Mid	40	0.9	0.6	Hit 1 of 2, Freeze (100%), Launch
Heaven & Earth Ream	Water	Mid	40	1.1	0.5	Hit 2 of 2, Freeze (100%)
Cross Kill	Water	Mid	120	0.8	0	Hit 1 of 2, Freeze (150%)
Cross Kill	Water	Mid	40	1	1	Hit 2 of 2, Freeze (200%)
Celestial Line	None	—	—	0.5	1	Volty Blast, Knock Back

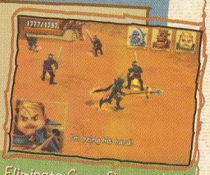


MALE KNIGHT	
Level	36
HP	880
EXP	793
Element	None
Special	Nothing

Cross starts the battle ready to unleash a Volty Blast, but he tends to immediately form a Kamikaze Link. He can't use his Volty Break so long as the Kamikaze Link holds. Order everyone to attack Cross, but avoid using a Link. Get in a few good hits, and then order Gruel or Jack to finish him off with a Volty Blast. The Male Knights that remain are no match for these seasoned warriors.



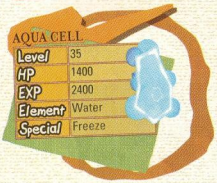
The Kamikaze Link prevents Cross from using his Volty Blast.



Eliminate Cross first, and the remaining knights don't stand a chance.

City of White Nights

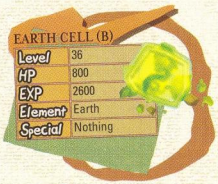
enemies (normal)



AQUA CELL	
Level	35
HP	1400
EXP	2400
Element	Water
Special	Freeze



DARK CELL	
Level	38
HP	1400
EXP	3200
Element	None
Special	Nothing



EARTH CELL (B)	
Level	36
HP	800
EXP	2600
Element	Earth
Special	Nothing



FIRE CELL	
Level	36
HP	1000
EXP	2400
Element	Fire
Special	Blaze



FLASH CELL	
Level	38
HP	1200
EXP	2400
Element	None
Special	Nothing

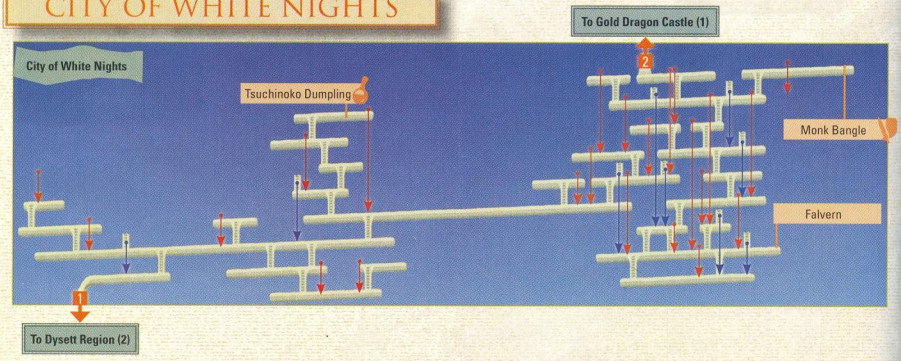


WIND CELL	
Level	35
HP	1000
EXP	3200
Element	Wind
Special	Nothing

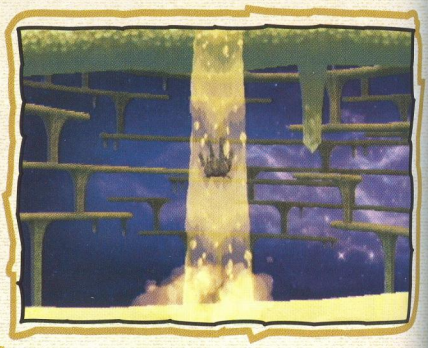
enemy encounters (normal)

enemy	definite enemy	possible enemy	exp	dagol's
Earth Cell (B)	Earth Cell (B) x2	Aqua Cell x1	5200–7600	974–1454
Aqua Cell	Aqua Cell x2	Dark Cell x1	4800–8000	960–1758
Wind Cell	Wind Cell x2	Flash Cell x1	4800–8000	246–1228
Dark Cell	Dark Cell x2	Fire Cell x1	6400–8800	1596–1956
Fire Cell	Fire Cell x2	Wind Cell x1	4800–7200	720–843
Flash Cell	Flash Cell x2	Earth Cell (B) x1	6400–6887	1964–2451

CITY OF WHITE NIGHTS



The city is a spiraling assortment of ladders and platforms. Carefully select which ladders to climb to reach the final destination: Gold Dragon Castle. Incomplete ladders collapse and crumble when climbed upon, causing Jack to fall down one or more levels. Sandfalls that sweep Jack off of ledges when touched are also found here and there, but they dissipate after a moment. Neither the broken ladders nor sandfalls are dangerous. Blue arrows indicate broken ladders that crumble when climbed. Red arrows indicate sandfalls, which appear only where the arrows begin. Move slowly to avoid accidentally encountering sandfalls along the way. There are many chests scattered around the maze—don't miss out. The path to the top is too complex to describe, so please use the provided diagram. Stars on the diagram indicate points where Jack *should* climb a broken ladder, or *avoid* a sandfall.



The Ultimate Weapon?

The chest in the bottom-right corner contains the **Falvern**, an extremely powerful two-handed sword. Two Dark Cells and two Flash Cells guard it, so be ready for a fight when the chest is opened.

And Back Again

The maps may not indicate it, but the entire area is a large loop. This is painfully obvious near the chest in the top-right corner of the map. The sandfall nearest to the chest forces Jack all the way back to the beginning of the city—avoid it!

Sandtrap



There are two sandfalls side-by-side a few steps before the door to Golden Dragon Castle. Slowly cross the first and pause at the edge of the second. The first sandfall begins to pour again before the second stops, so Jack must squeeze into the small space between them.

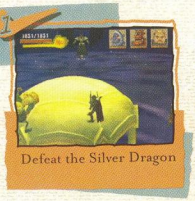
Tsuchinoko Dumpling



Don't forget about Gobrey (page 99), the green goblin spirit. He wanted a Tsuchinoko Dumpling, which is found in this area. Take it to him before entering the tower.

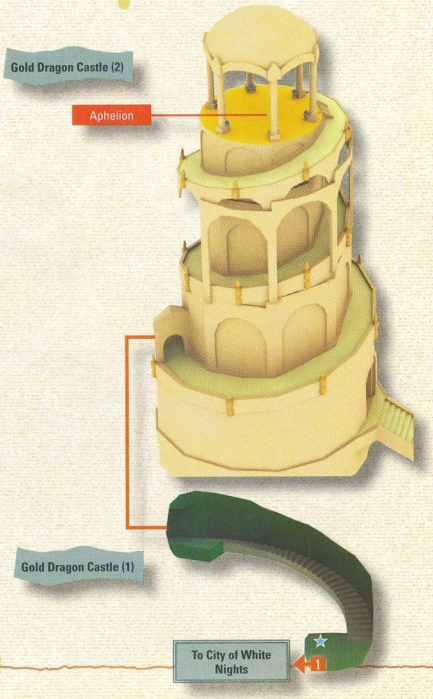
A MOONLIT NIGHT

tasks



Defeat the Silver Dragon

Gold Dragon Castle



Save and restore at the base of the castle. This is the party's last chance to do so. Climb the stairs to the top of the castle to face the final challenge.



APHELION

LV	HP	ATK	DEF	EVA	LCK
70	18,000	382	132	290	235

EXP	DAGOL	DROP
0	0	—

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	A

Moves	Element	Range	Arc	Power	Knock Back	Effect
Black Demon Swords	None	Long	0	1.3	1	Curse (100%), Knock Back
Counter Wing	None	Long	90	0.8	1.3	Break Parry, Knock Back
Blade Omega	None	Long	0	0.2	0.8	1~10 hits, Break Parry, Down-Hit
Dark Catastrophe	None	Long	0	1	1	Petrify (150%), Ignore Parry, Launch, 6 Random Locations
Rolling Bolt	None	Long	0	1.3	1	Bind (150%), Break Parry
Teleport	—	—	—	—	—	Vanish & Reappear

Start the battle by immediately attacking with Jack or Gruel's Volty Blast. Use it again as soon as the Volty Gauge is full. Avoid using Links throughout the battle to ensure the Volty Gauge steadily increases instead of rapidly decreasing. Equip Jack with the Fierce Defense Skill, so he can resist Parry Breaks. Stay to the front of the boss and attack with single-hit blows, and then immediately Guard to stop Aphelion's attack. Attempt to position Jack so that he's the only character at Aphelion's front. The other characters can then attack his back without suffering grievous amounts of damage.

Throughout the battle, keep a very close eye on everyone's HP. There's likely no healer in the group, so Jack must keep everyone alive. Use Herb Extract MAXs to heal single characters, or a Revival Stone to cure the entire group when necessary. Always heal as soon as a character's life begins to flash, but try to be a little conservative so that the group doesn't run out of heals before the battle's end.

Aphelion's attack pattern changes approximately halfway through the fight. He adds magic attacks that have the power to Petrify, Bind, and Curse. Lose the Fierce Defense Skill and equip Stop Afflictions or Status Cure in its place. The Demon Mail resists these effects, but not completely. The added Skill nullifies the status attacks and keeps Jack fighting. Keep an eye on Jack's companions, who may not be so lucky. Be ready to fix them if necessary. The magic attacks complicate things slightly, because the dragon can attack everyone rather than just the person to its front. Be diligent and keep the healing items flowing. Use status-curing items to free anyone that's taken out of the battle temporarily. Ganz is particularly vulnerable to such attacks, so you may want to feed him an Invincibility Med or two.



Use Herb Extract MAXs and Revival Stones to keep the party in top shape.



Unleash the Volty Blast repeatedly to quickly deplete Aphelion's health.

More to Come



Watch the credits and save the game when prompted to create a "game complete" save. A new game can be started from the save file (the one with a large red star in the background), allowing Jack to maintain his Skills, items (not weapons, armor, and accessories, except the Feather Earring), and Dagols for a whole new adventure. Playing through multiple times is also the only way to fill the Friends List completely. Jack can also access the hidden Dragon Lair Cave (page 259), which can be reached only from a Journey Pig Statue after loading a completed game.

SECRETS

Following are secrets found in *Radiata Stories*. Check them out and, as always, have fun!

DRAGON LAIR CAVE



The Dragon Lair Cave is a secret dungeon that can be accessed only from a Journey Pig Statue when a player chooses to "continue" from a completed save game. Look for a new tower on the east side of the world map.



The dungeon is comprised of four maze-like hallways. One for each of the four elements: Wind, Fire, Earth, and Water. Explore each hallway and defeat the dragon at the end. When all four guardians are defeated, a fifth hallway opens.



Conquer the final guardian, and the aura that circles the central hub reverses direction. Step into the exit, and Jack is presented with two options: "Leave" and "Proceed." Choosing the leave option returns Jack to the world map. The proceed option transports the party to the second part of the secret dungeon: Distortion Corridor.

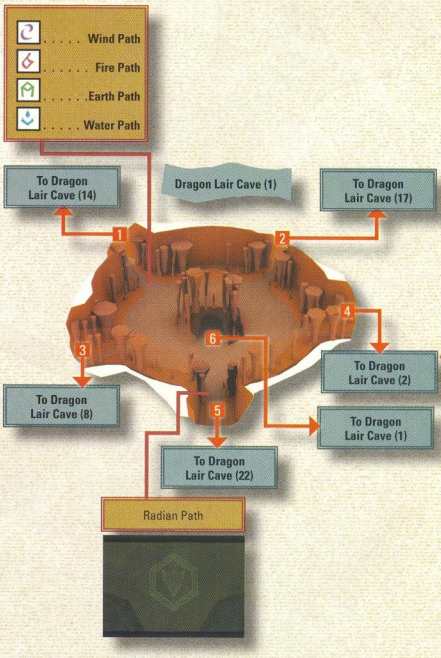
Danger Ahead

This portion of the game is only for the strongest of heroes. Come prepared by bringing the best party available. Non-human parties should also be sure to pack tons of healing items.

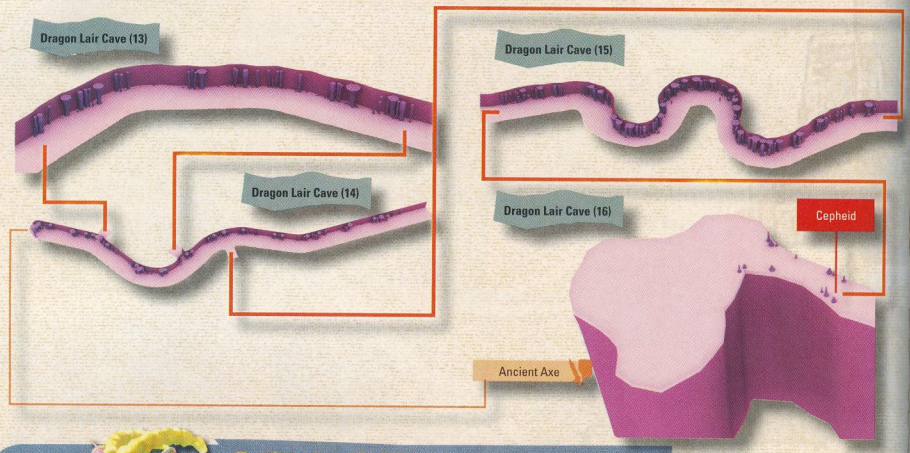
human	non-human
Elwen	Gruel
Nyx	JJ
Kain	Galvados



DRAGON LAIR CAVE HUB



Dragon Lair Cave: Wind Path





Cepheid

LV	HP	ATK	DEF	EVA	LCK
75	8461	281	225	286	255

EXP	DAGOL	DROP
12,895	7444	Evasion Berry, Dragon Scale

ELE	POI	PAR	BLD	BND	FRZ
Wind	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	A

Skill	Skill Lvl
Auto Cure	★★★

Moves	Element	Range	Arc	Power	Knock Back	Effect
Hurricane Cutter (Form A)	Wind	Long	0	1.2	1.0	Break Parry, Knock Down
Break Tornado (Form A)	Wind	Long	0	0.3	1.0	1–4 Hits, Bind (1.0), Launch
Wild Shockwave (Form A)	Wind	Long	0	0.6	1.0	Knock Back
Lightning Horn (Form B)	Wind	Long	0	1.6	1.0	—
High Wind Breath (Form B)	Wind	Long	80	0.7	1.5	1–3 Hits

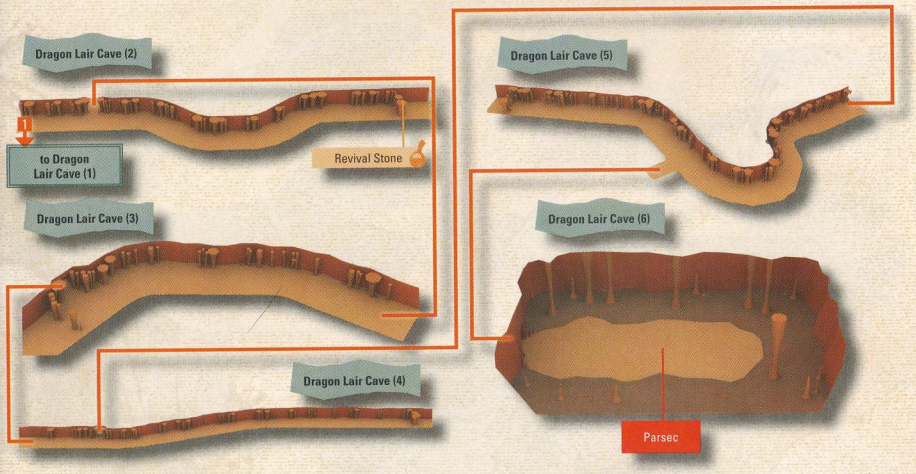


This is a two-part battle. The first half destroys the protective wind shielding that surrounds the boss. The second half causes damage to the dragon.

The boss floats around the edge of the area during the first part of the battle. Most of its attacks strike the area directly in front of it, except for one attack that hits the entire party simultaneously. Command the healers and mages in the party to back away from the boss while the fighters charge ahead. Most of its attacks can be Parried, so pay attention to its movement and block when possible. Save the Volty Meter for the second half.

During the second portion of the battle, the dragon is in the center of the arena and easier to reach. Surround the boss with the fighters while the other party members fight from the fringe. Split up so the fighters are on opposite sides: one can attack while the other guards. Use a Volty Blast now while the boss is vulnerable. Have either Elwen (human side) or Gruel (non-human side) use their Volty Blasts if possible, since they're much stronger than Jack's.

Dragon Lair Cave: Fire Path





Parsec

LV	HP	ATK	DEF	EVA	LCK
81	8182	346	315	254	299
EXP	DAGOL	DROP			
4400	4802	Life Berry			

ELE	POI	PAR	BLD	BND	FRZ
Fire	A	A	A	A	A
BLZ	CON	GUR	PET	DTH	
A	A	A	A	A	

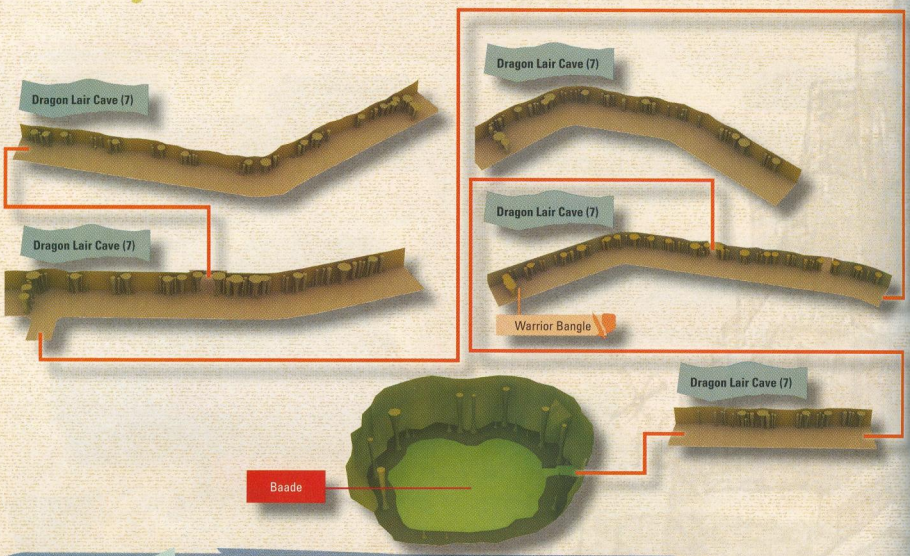
Skill	Skill Lvl
Auto Cure	★★★

Moves	Element	Range	Arc	Power	Knock Back	Effect
Great Fire Breath	Fire	Long	90	0.7	0.3	1~7 Hits, Blaze (1.5)
Giant Stamp	None	Short	0	1.0	1.0	Knock Back
Triple Fireball	Fire	Long	0	1.0	0.5	1~3 Hits, Blaze (1.0)
Splash Inferno	Fire	Long	0	0.8	0.8	1~5 Hits, 6 Random Locations, Blaze (1.0), Ignore Parry, Launch

Parsec is very dangerous from the front, but vulnerable from the sides and back. Surround the boss and attack from all angles. Jack should be able to find a safe spot easily, or draw the beast's attention so other party members can attack safely. Again, have Elwen (human side) or Gruel (non-human side) attack with Volty Blasts to finish off the boss even faster.



Dragon Lair Cave: Earth Path



Baade

LV	HP	ATK	DEF	EVA	LCK
58	10,000	334	409	36	400

EXP	DAGOL	DROP
30,990	6358	Defense Berry

ELE	POI	PAR	BLD	BND	FRZ
Earth	A	A	A	A	A

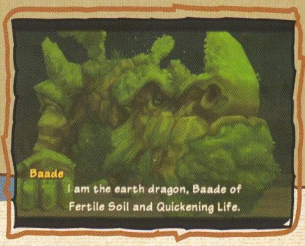
BLZ	CON	CUR	PET	DTH
A	A	A	A	A

Skill	Skill Lvl
Auto Cure	★★★

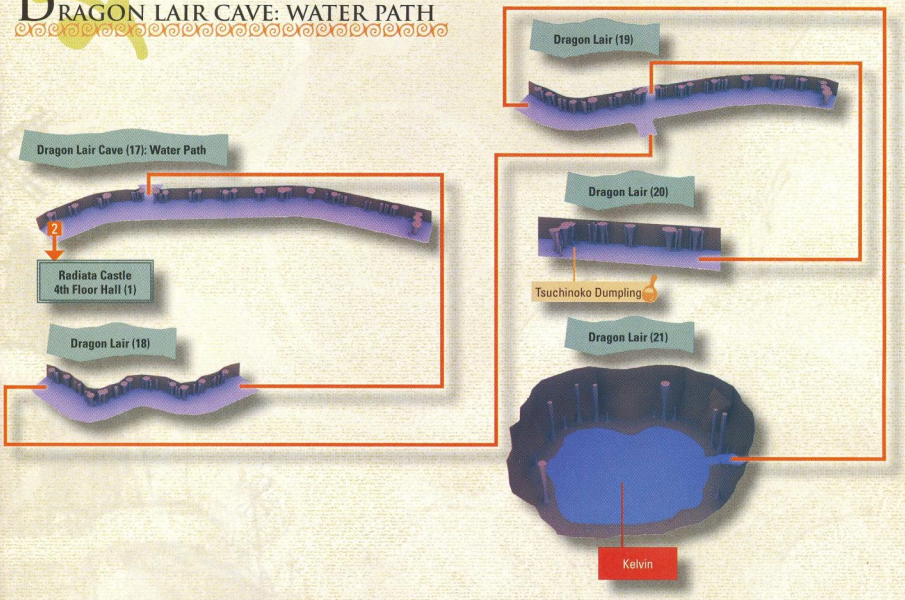
Moves	Element	Range	Arc	Power	Knock Back	Effect
Crush Tail	Earth	Long	200	1.5	1.3	Break Parry, Knock Back
Earthquake	None	—	—	0.6	0.5	Bind (1.0), Launch
Ash Stone Breath	Earth	Long	90	0.7	0.5	Petrify (2.0)
Dragon Head	Earth	Long	40	1.3	1.0	Break Parry, Knock Back

Stay away from the boss' front and back sides. Both ends are very dangerous due to the dragon's mouth and tail attacks. Run to its side and attack wildly until it turns to face Jack. Parry its attack and let the other party members take advantage of the opening. Resume the attack when the dragon turns again.

This boss has a very nasty Petrify attack, which can be a group-killer if it strikes the healer. Be ready to cure the status at a moment's notice, or come equipped with a Status Cure, Stop Petrify, or Stop Afflictions Skill and share it in a Link. Use a Volty Blast as soon as the battle begins, but remember to have Elwen (human side) or Gruel (non-human side) perform the attack.



Dragon Lair Cave: Water Path



Kelvin

LV	HP	ATK	DEF	EVA	LCK
68	28,000	298	185	154	41

EXP	DAGOL	DROP
32,500	0	Luck Berry, Warrior Bangle

ELE	POI	PAR	BLD	BND	FRZ
Water	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	A

Skill	Skill Lvl
Auto Cure	★★★

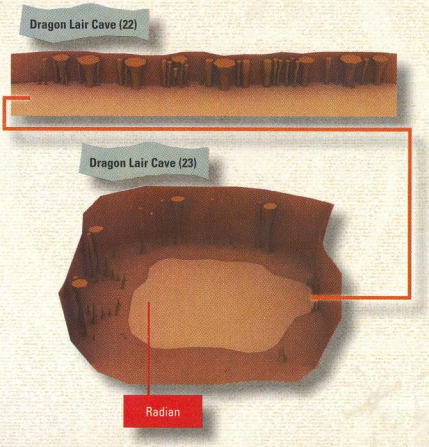
Moves	Element	Range	Arc	Power	Knock Back	Effect
Double Fang	None	Long	40	0.8	0.5	1~2 Hits, Break Parry
Water Breath	Water	Long	90	0.8	0.5	1~2 Hits
Freeze Breath	Water	Long	90	0.7	0.5	Freeze (3.0)
Aqua Jail	Water	Long	0	0.6	0.5	1~4 Hits, Ignore Parry
Max Wave	Water	Long	0	0.3	1.0	Knock Back
Ice Javelin	Water	Long	0	1.0	1.0	6 Blasts, Freeze (1.0), Knock Back

Kelvin is extremely quick. It can cross the arena or turn to face an opponent in the blink of an eye. This makes it very difficult to dodge its attacks. Protect Jack from the Freeze effect at the start, or he'll be an ice cube in no time.

Split up the party so that the dragon is surrounded. Attack it from behind and attempt to Parry its attacks when it turns. Keep casters away from the boss, so they aren't hit with Freeze unnecessarily. Remember to use Elwen or Gruel's Volty Blast repeatedly during the fight. The boss has 28,000 HP, so there's a good chance for two Volty Blasts during the battle.



Dragon Lair Cave: Radian Path



Radian

LV	HP	ATK	DEF	EVA	LCK
75	46000	399	1	399	399

EXP	DAGOL	DROP
35777	0	VIP Badge, Dragon Radian Record

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	A

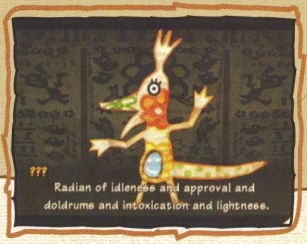
Skill	Skill Lvl
Auto Cure	★★★★★

Moves	Element	Range	Arc	Power	Knock Back	Effect
Block Voice 1	None	Long	0	0.5	1.0	Bind (3.0), Confuse (3.0), Break Parry
Block Voice 2	None	Long	0	0.4	0.8	1~3 Hits, Bind (3.0), Confuse (3.0), Break Parry
Block Voice 3	None	Long	0	30%	50%	1~3 Hits, Bind (3.0), Confuse (3.0), Break Parry
Body Press	None	Long	120	1.3	1.0	Knock Back
Cutting Edge	None	Long	40	0.7	0.5	1~2 Hits, Down-Hit
Self Meteo	None	Mid	360	1.6	1.3	Blaze (3.0), Confuse (2.5), Knock Back

Radian is much tougher than it looks. Its attacks are very powerful, so watch the party's HP carefully. Equip Jack with a Stop Afflictions Skill and use the Attack Link to surround the boss. That should keep the Link together and prevent anyone from going ape from Radian's status attacks. Most of its attacks are against a single opponent, so everyone to its side or back are generally safe.

Keep the Link together until someone needs healing or the Volty Gauge is maxed out. Use Volty Blasts as soon as they're ready. They really help cut through the boss' high HP very quickly. Keep using Elwen or Gruel's Volty Blasts, as they're the most effective.

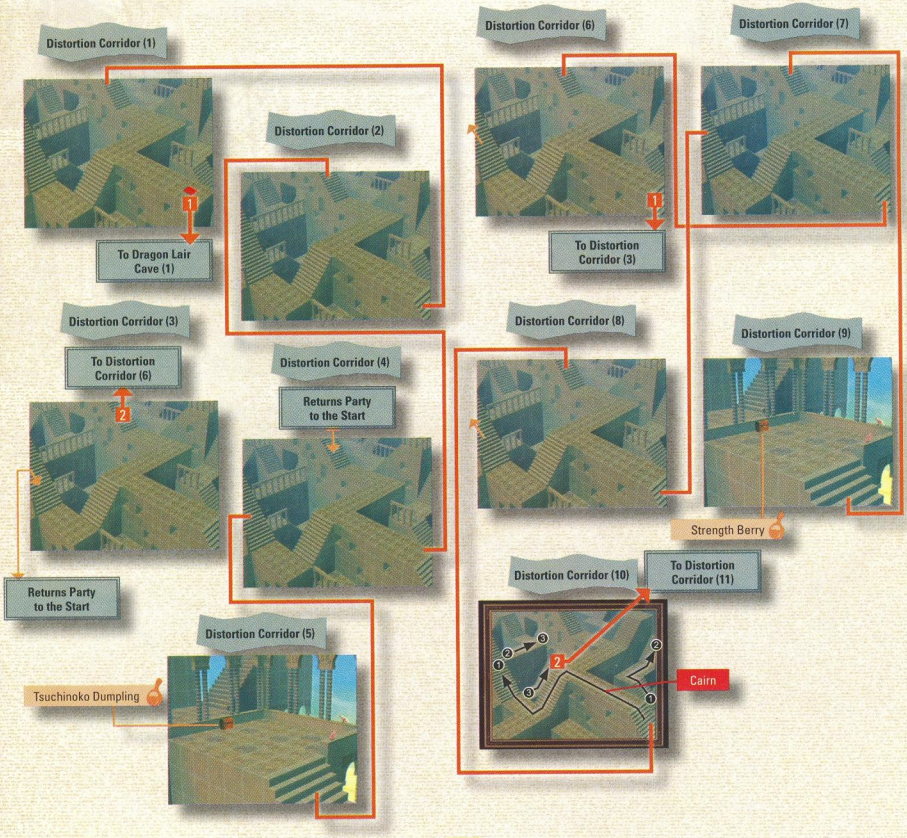
Once Radian is defeated, the path to Distortion Corridor opens. This is an excellent time to return to Radiata and save before moving forward.



DISTORTION CORRIDOR



DISTORTION CORRIDOR, PART I



Distortion Corridor is maze-like in design, but far simpler than it looks at first glance. The first few screens are a simple forked path. One path is usually the correct choice, and the other sends Jack back to the start. Follow the maps carefully to reach the treasures and the first boss.



CAIRN

LV	HP	ATK	DEF	EVA	LCK
71	17000	322	240	303	265

EXP	DAGOL	DROP
50624	0	Strength Berry, Training Cast

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	A

Skill	Skill Lvl
Stop Affliction	★★★★★

Moves	Element	Range	Arc	Power	Knock Back	Effect
Shadow Cut	None	Long	50	0.7	1.0	1–3 Hits
Strange Thorn Flash	None	Long	50	1.2	1.0	Break Parry
Whirlwind Cut	None	Long	360	1.0	1.3	Knock Back
Swift Fissure Destruction	None	Long	0.5	1.5	1.0	1–2 Hits
Wicked Blade Peak 1	None	Long	200	0.9	0.5	Hit 1 of 9
Wicked Blade Peak 2	None	Long	200	1.0	0.5	Hit 2 of 9
Wicked Blade Peak 3/4	None	Long	90	1.2	0.5	Hits 3 & 4 of 9
Wicked Blade Peak 5	None	Long	50	1.4	1.0	Hit 5 of 9
Wicked Blade Peak 6/7	None	Long	200	1.0	0.5	Hits 6 & 7 of 9
Wicked Blade Peak 8	None	Long	50	1.4	0.5	Hit 8 of 9, Launch
Wicked Blade Peak 9	None	Long	50	1.3	1.0	Hit 9 of 9

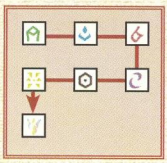
There's no easy way to beat Cairn. He's an extremely quick and powerful striker with no weaknesses. His attacks have a wide arc and take down anyone around him. Lock on and use a Volty Blast immediately to soften him up. Avoid Links: they won't hold for long, and Cairn's rapid attacks would prevent the Volty Gauge from filling up a second time.

The best strategy is to Parry and Counterblow Cairn's attacks when possible. Don't get flustered as the rest of the party gets tossed around. Just focus on staying upright and in the battle. Watch the party members closely. Cairn can cut through their HP very quickly. If there's a healer in the group, equip Jack with the 100t Body Skill and have the healer focus on Jack. This strategy allows him to attack nonstop unless the healer can't keep up.



Distortion Corridor, Part II

This part is much easier to navigate...at first. The simple halls lead to a pit with a mural on the wall. There are seven symbols on the wall in this order:



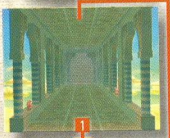
These symbols are a big clue for what's to come. Follow the symbols through the rooms that lie ahead. Don't worry; choosing an incorrect door merely sends Jack back to the right side of the pit, so he can study the mural again. The only exception is at the very end. Choose the sun-like gold dragon symbol in the last room before Radian's symbol to claim the Valiant Mail.



DISTORTION CORRIDOR



Distortion Corridor (11)



1

To Distortion Corridor (10)

Distortion Corridor (12)



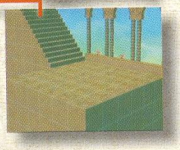
2

To Distortion Corridor (15)

Distortion Corridor (13)



Distortion Corridor (14)

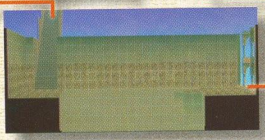


Distortion Corridor (15)

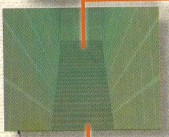


To Distortion Corridor (12)

Distortion Corridor (16)



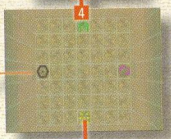
Distortion Corridor (17)



Distortion Corridor (18)

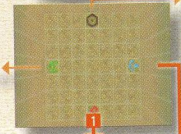
To Distortion Corridor (19)

4



*Returns party to Distortion Corridor (16)

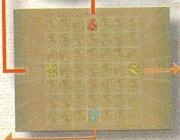
Distortion Corridor (19)



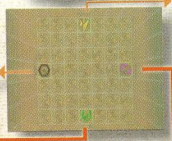
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To Distortion Corridor (18)

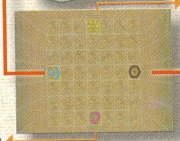
Distortion Corridor (20)



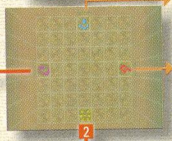
Distortion Corridor (21)



Distortion Corridor (22)



Distortion Corridor (23)



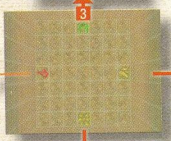
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To Shrine of Fray (1)

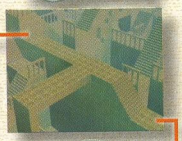
Distortion Corridor (24)

To Distortion Corridor (23)

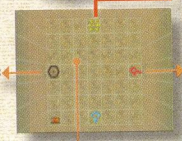
3



Distortion Corridor (25)



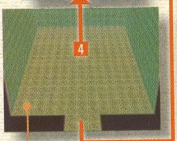
Distortion Corridor (26)



Distortion Corridor (27)

To Shrine of Fray (1)

4







* Returns party to Distortion Corridor (18)

VALKYRIE

LV	HP	ATK	DEF	EVA	LCK
77	9004	323	288	303	355
EXP	DAGOL	DROP			
65,535	0	Growth Gem			

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	A	

Skill	Skill Lvl
HP Steal	★★★

Moves	Element	Range	Arc	Power	Knock Back	Effect
Bolt Slash	None	Mid	90	1.0	0.5	Paralyze (1.5), Break Parry
Instant Slide	None	Short	90	1.1	1.0	Launch
Vertical Raid	None	Mid	100	1.2	1.0	Paralyze (1.5)
Spread Shot	None	Long	0	0.6	1.0	Petrify (2.0), Curse (3.0)
Nibelung Valesti 1	None	—	—	0.4	0	Volty attack hit 1 of 10
Nibelung Valesti 2	None	—	—	0.3	0	Volty attack hit 2 of 10
Nibelung Valesti 3	None	—	—	0.4	0	Volty attack hit 3 of 10
Nibelung Valesti 4	None	—	—	0.3	0	Volty attack hit 4 of 10
Nibelung Valesti 5–8	None	—	—	0.4	0	Volty attack hits 5–8 of 10
Nibelung Valesti 9	None	—	—	0.6	0	Volty attack hit 9 of 10
Nibelung Valesti 10	None	—	—	1.2	1.0	Volty attack hit 10 of 10, Knock Back

Valkyrie is a very powerful fighter with a nasty Volty Blast. Equip Jack with the Stop Afflictions Skill and start the battle with a Volty Blast. Beware when Valkyrie begins to glow. Make sure Jack's HP is maxed out, because her Volty Blast can cause roughly 2000 hit points of damage. Jack is presented with the Holy Sword of Gram after winning the battle and Valkyrie is recruited. Return home to place her in the party and save.



QUASAR

LV	HP	ATK	DEF	EVA	LCK
69	20000	458	340	305	298
EXP	DAGOL	DROP			
55910	29854	Growth Gem, Final Battle Record			

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	A	

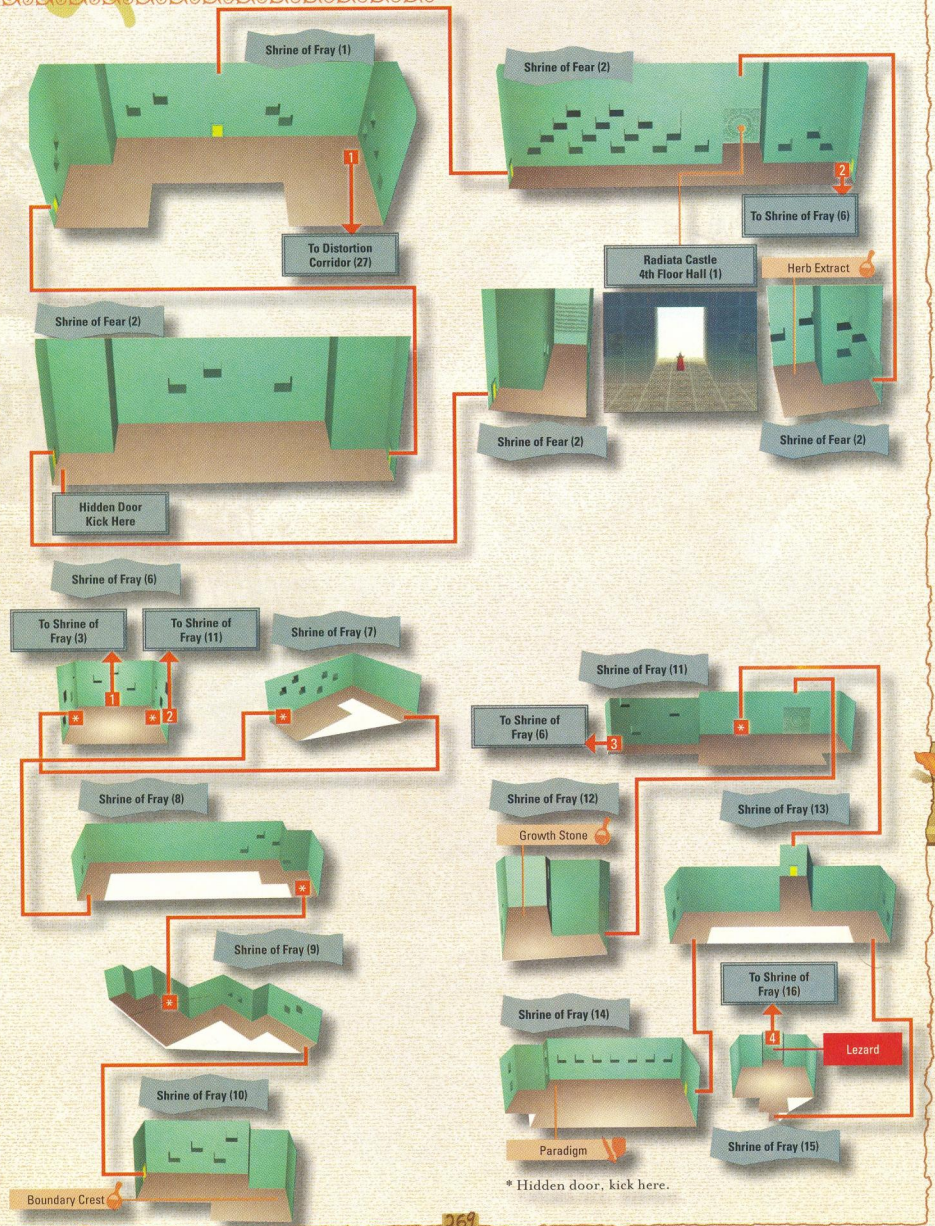
Skill	Skill Lvl
Auto Cure	★★★★★

Moves	Element	Range	Arc	Power	Knock Back	Effect
Grand Tackle	None	Mid	120	1.0	1.3	1–2 Hits, Break Parry, Knock Back
Accellaser	None	Long	0	2.0	1.3	1–5 Hits, Break Parry
Vast Illusion	None	—	—	1.3	1.4	Knock Back
Final Judgment 1	None	Long	0	1.5	0	Hit 1 of 2, Bind (3.0)
Final Judgment 2	None	Long	0	1.5	0	Hit 2 of 2, Petrify (3.0)

Quasar is a powerful boss, but nowhere near the threat of the Ethereal Queen. Since the dragon appears after her, it shouldn't pose much of a challenge to the party. Attack the boss from behind. It uses many powerful attacks that have no arc, so its sides and back are usually safe spots. Don't shy away from using a Volty Blast. It may not be necessary, but there are plenty of monsters around to rebuild the Volty Gauge before another major battle.

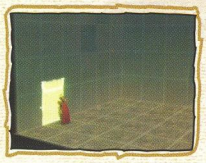


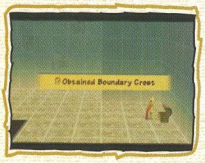
Shrine of Fray



* Hidden door, kick here.

The Shrine of Fray is huge. Some doors throughout the structure are hidden from view, but appear on the maps. Watch the wall closely in these spots; a swirling magic vortex is just barely visible. Kick the wall at these points to make the doors appear.

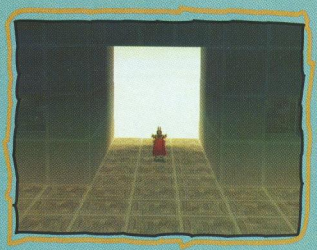




The first boss is behind the magic gate at the end (Shrine of Fray [15]). The key to the door is the Boundary Crest, which is found in a chest on the opposite end of the map (Shrine of Fray [10]). Collect the key first.

Day and Night Gates

Two magic gates are controlled by the time of day. The first gate encountered is open only during the day (06:30~18:30). The second gate opens at night (18:30~06:30).



LEZARD

LV	HP	ATK	DEF	EVA	LCK
74	16000	317	196	421	258

EXP	DAGOL	DROP
58666	0	Lucky Charm, Mystery Berry

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	A

Skill	Skill Lvl
Complete Defense	★★★★★

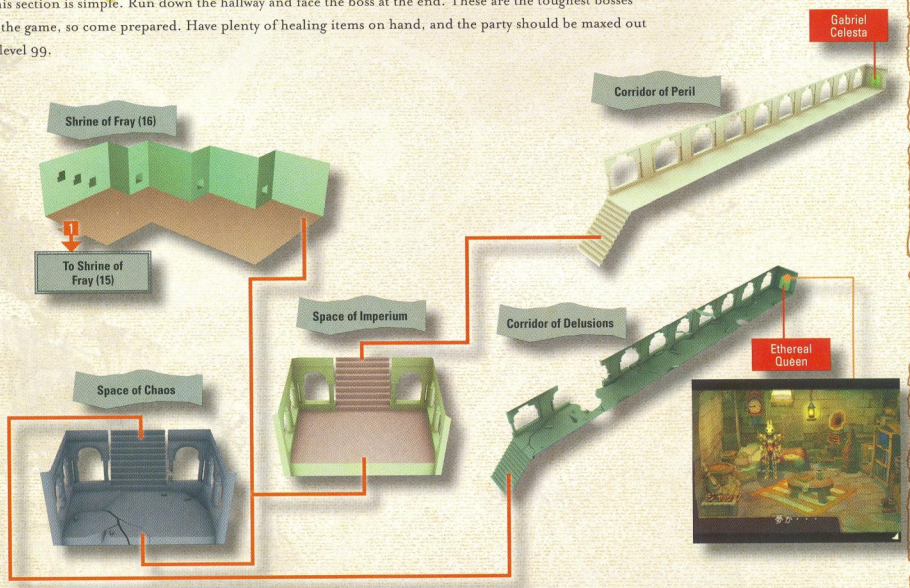
Moves	Element	Range	Arc	Power	Knock Back	Effect
Dark Savior	None	Long	0	1.3	0.5	Curse (2.0), Ignore Parry, Down-Hit
Fire Lance	Fire	Long	0	1.1	1.0	1~4 Hits, Blaze (2.5)
Prismic Missile 1	None	Long	0	0.8	0.5	Hit 1 of 5, Poison (1.5)
Prismic Missile 2	None	Long	0	0.8	0.5	Hit 2 of 5, Paralyze (1.5)
Prismic Missile 3	None	Long	0	0.8	0.5	Hit 3 of 5, Bind (1.5)
Prismic Missile 4	None	Long	0	0.8	0.5	Hit 4 of 5, Freeze (1.5)
Prismic Missile 5	None	Long	0	0.8	0.5	Hit 5 of 5, Petrify (1.5)
Poison Blow	Earth	Long	0	1.0	1.0	1~5 Hits, Poison (2.0), Knock Back
Summon	—	—	—	—	—	Summon 1 Shrine Knight

The Stop Afflictions Skill is a must in this fight. Every one of Lezard's attacks hits with some sort of status effect, so Jack must be able to defend against them. Use a Volty Blast at the start of the battle, and then attack full force. Avoid Links, or the Volty Gauge won't be able to fill again for a second Volty Blast. Keep a healer on Jack if possible, so that he can't be overwhelmed. Stay close to Lezard and pound away with the other fighters. It shouldn't take long to overwhelm him.



Shrine of Fray: Part II

This section is simple. Run down the hallway and face the boss at the end. These are the toughest bosses in the game, so come prepared. Have plenty of healing items on hand, and the party should be maxed out at level 99.



Gabriel Celesta

LV	HP	ATK	DEF	EVA	LCK
96	33333	390	182	365	355
EXP	DAGOL	DROP			
65535	0	Life Bangle, Growth Gem, Gabriel Celeste Record			

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	A	

Skill	Skill Lvl
Auto Cure	★★★★★

Moves	Element	Range	Arc	Power	Knock Back	Effect
Missile Blow	None	Long	0	0.9	1.5	Break Parry, Knock Back
Mach Punch	None	Long	0	0.8	0.5	1–4 Hits, Break Parry
Crescent Moon Glider	None	Long	180	1.3	1.3	Knock Back
	None	Long	0	2.5	1.5	Break Parry, Knock Back
Cyclone Drive	None	Long	360	1.3	1.0	1–2 Hits, Break Parry, Knock Back

Jack begins this battle in a Confused state, so start with the Status Cure Skill equipped. Switch to the 100t Body Skill and start attacking once the Confuse status is eliminated. The boss is strong and hits hard, so pay close attention to everyone's health. A healer is almost a must, but Jack can use items to cure everyone if necessary. If a healer is available, have him or her target Jack at the start. Save the Volty Gauge for Elwen or Gruel's Volty Blasts. They should be able to use it twice during the fight, but try to end the battle with a full Volty Gauge for the next boss.



ETHEREAL QUEEN

LV	HP	ATK	DEF	EVA	LCK
99	44444	482	182	405	480
EXP	DAGOL	DROP			
65535	0	Ethereal Queen Record			

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A
BLZ	CON	CUR	PET	DTH	
A	A	A	A	A	

Skill	Skill Lvl
Auto Cure	★★★★★

Moves	Element	Range	Arc	Power	Knock Back	Effect
Critical Rod	None	Mind	200	4.0	5.0	Break Parry, Knock Back
Meteo Stream	Fire	Long	0	1.8	1.0	12 Meteors, 1-7 Hits Each, Blaze (8.0), Knock Back
Lightning Phaser	Wind	Long	0	0.9	0.5	1-10 Hits, Bind (8.0)
Stone Demolition 1	Earth	Long	0	1.0	0	Hit 1 of 4, Petrify (8.0), Break Parry
Stone Demolition 2	Earth	Long	0	1.2	1.0	Hit 2 of 4, Ignore Parry, Launch
Stone Demolition 3	Earth	Long	0	1.5	1.0	Hit 3 of 4, Ignore Parry, Launch
Stone Demolition 4	Earth	Long	0	2.0	1.5	Hit 4 of 4, Ignore Parry, Launch
Armageddon	None	Long	0	1.5	1.0	Blaze (8.0), Knock Back, 12 Random Locations





This lady is nasty. Her status attacks seem to ignore all protection, and she hits amazingly hard. Have the healer, a near must in this battle, stay back and heal Jack continually. Unleash Elwen or Gruel's Volty Blast at the start of the battle, and use it again whenever it becomes available.

Stay back and look for opportunities to strike. One of the best chances is when she uses her gliding Lightning Phaser attack. Run with her as she glides backward and strike as she comes to a stop. Expect to be hit with Bind often. Use the Status Cure Skill to ensure that it never lasts for long, or he may end up getting hit by one of her fiercest attacks.

Watch out for two attacks in particular: the Meteo Stream and her Armageddon attack. The Meteo Stream is used from the start of battle. A fireball forms over her head and then she unleashes a circle of fireballs that explode on the ground. Jack is bounced around and takes massive damage if he's caught in the circle. Get away quickly!

The game-ender is her Armageddon attack. She won't begin using it until her HP hits 22,221 or less. Use Analysis Balls to keep track of her HP, so that the party isn't caught off guard. Dark energy gathers over her head as she prepares for the attack. Run as far away from her as possible. Twelve dark explosions rise up from the ground. There's usually time to avoid them if they appear near Jack. Watch the ground carefully. Jack is doomed if he's caught in the explosions. They inflict terrible damage and bounce him around from one explosion to the next. Even characters with higher HP, like Elwen, can be defeated by the attack. Try to avoid it and be ready to heal those who are hurting before the boss can finish them off.

Jack's reward for winning the battle is the Tri-Emblem Skill. He's returned to his home and the Dragon Lair Cave resets. Come back anytime to earn more Dagols, or to gain levels with any character. One notable change is that Quasar, the gold dragon, takes the place of Valkyrie on later passes.

BONUS DUNGEON BESTIARY





Aqua Cell

LV	HP	STR	DEF	EVA	LCK
35	1400	220	0	190	0

ELE	POI	PAR	BLD	BND	FRZ
Water	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
D	A	A	A	B

EXP	DAGOLS	DROPPED ITEMS
2400	480	Heating Tablet (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Freeze Sword	Water	Long	0	0.7	0.5	Freeze (1.0)
Snowstorm	Water	Long	0	0.3	0.5	1~5 Hits, Freeze (1.5)



Black Tiger

LV	HP	STR	DEF	EVA	LCK
52	1146	316	153	171	144

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	C

EXP	DAGOLS	DROPPED ITEMS
3507	330	Holy Water, Dragon Lair Cave Record (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	60	1.0	0.5	Break Parry
Curse Breath	None	Long	90	0.6	0.5	Curse (1.5)



Crystaria

LV	HP	STR	DEF	EVA	LCK
55	1888	350	323	82	302

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	A

EXP	DAGOLS	DROPPED ITEMS
6240	510	Ore Armor, Shrine of Fray Record (2%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Slice	None	Long	40	1.0	1.0	Break Parry
Crystal Crush	None	Long	0	0.8	1.0	Launch, 3 Spires
Wide Blow	None	Long	120	1.0	1.3	Knock Back



Dark Cell

LV	HP	STR	DEF	EVA	LCK
38	1400	240	0	240	0

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	B

EXP	DAGOLS	DROPPED ITEMS
3200	798	Mass of Emnity

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Darkness Jail	None	Long	0	0.3	0.5	1~6 Hits, Ignore Parry
Darkness Crunch	None	Long	360	1.0	1.0	Knock Back



Earth Cell

LV	HP	STR	DEF	EVA	LCK
36	800	220	60	190	0

ELE	POI	PAR	BLD	BND	FRZ
None	A	D	A	D	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	B

EXP	DAGOLS	DROPPED ITEMS
2600	487	Toadstool Powder (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Earth Grave	Earth	Long	0	80%	100%	—
Huge Stone	Earth	Long	0	70%	100%	1~3 Hits, Ignore Parry



Fire Cell

LV	HP	STR	DEF	EVA	LCK
36	1000	200	0	190	0

ELE	POI	PAR	BLD	BND	FRZ
Fire	A	A	A	A	D

BLZ	CON	CUR	PET	DTH
A	A	A	A	B

EXP	DAGOLS	DROPPED ITEMS
2400	360	Cooling Tablet

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Fireball	Fire	Long	0	0.8	0.5	8 Fireballs, Blaze (1.0)
Explosion	Fire	Long	0	0.3	0.5	1~2 Hits, Blaze (1.0), Down-Hit

Flash Cell



LV	HP	STR	DEF	EVA	LCK
38	1200	240	0	240	0

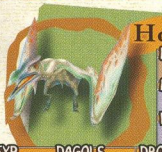
ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	B

EXP	DAGOLS	DROPPED ITEMS
3200	982	Celestial Nectar

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Light Cage	None	Long	0	1.0	1.0	—
Chaos Cutter	None	Long	0	1.0	1.0	1~3 Hits, Ignore Parry

Holy Quetzal



LV	HP	STR	DEF	EVA	LCK
62	4500	332	187	122	255

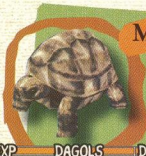
ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	B

EXP	DAGOLS	DROPPED ITEMS
8187	828	Strength Berry, Muramasa (2%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Stab-Thrust	None	Mid	40	1.0	0.5	1~2 Hits
Shockwave	None	Long	0	1.0	1.0	1~6 Hits, Knock Back
Petrifying Breath	Earth	Long	90	0.6	0.5	Petrify (1.5)

Metal Tortoise



LV	HP	STR	DEF	EVA	LCK
77	377	77	577	377	277

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	B

EXP	DAGOLS	DROPPED ITEMS
30580	128	Revival Stone Chip (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	90	1.0	0.5	—
Spin Attack	None	Short	360	1.2	1.0	1~4 Hits, Knock Back
Escape		—	—	—	—	Flee Battle

Ogre



LV	HP	STR	DEF	EVA	LCK
58	8100	485	335	103	399

ELE	POI	PAR	BLD	BND	FRZ
Fire	B	B	B	B	B

BLZ	CON	CUR	PET	DTH
A	B	B	B	A

EXP	DAGOLS	DROPPED ITEMS
4800	1502	Mystery Berry, Fall Smasher (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Slice	None	Long	50	1.5	1.0	Break Parry, Knock Back
Claw Hook	None	Long	120	1.2	1.3	Break Parry, Knock Back
Earth Strike	Earth	Long	0	1.0	1.0	1~2 Hits, Knock Back
Fire Breath	Fire	Long	90	0.6	0.5	1~3 Hits, Blaze (2.0), Down-Hit

Shrine Knight



LV	HP	STR	DEF	EVA	LCK
50	1000	328	270	133	190

ELE	POI	PAR	BLD	BND	FRZ
None	A	D	A	D	D

BLZ	CON	CUR	PET	DTH
A	A	A	D	D

EXP	DAGOLS	DROPPED ITEMS
3022	201	Bind Saber, Distortion Corridor Record (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Crackdown	None	Long	40	1.2	0.5	Break Parry
Light Blast	None	Short	90	1.4	1.0	Knock Back
Fire Breath	Fire	Long	90	0.9	1.0	1~2 Hits, Blaze (200%)
Surround Edge	None	Long	360	0.8	1.0	Knockback
Thunder Blade	Wind	Long	40	0.8	0.5	1~2 Hits, Poison (1.0), Bind (1.0), Break Parry

Whirlwind



LV	HP	STR	DEF	EVA	LCK
56	1603	325	169	223	128

ELE	POI	PAR	BLD	BND	FRZ
Wind	C	A	C	A	C

BLZ	CON	CUR	PET	DTH
C	C	C	C	C

EXP	DAGOLS	DROPPED ITEMS
4355	427	Cleansing Stone (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	60	1.0	0.5	Break Parry
Whirlwind Cut	Wind	Short	90	1.0	1.0	—
Wind Breath	Wind	Long	90	0.6	1.0	1~3 Hits, Knock Back

Wind Cell



LV	HP	STR	DEF	EVA	LCK
35	1000	220	0	240	0

ELE	POI	PAR	BLD	BND	FRZ
Wind	D	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	B

EXP	DAGOLS	DROPPED ITEMS
2400	123	Gold Dragon Castle (5%)

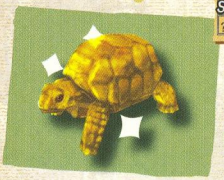
MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Barrier Tornado	Wind	Short	360	0.8	1.0	1~2 Hits, Knock Back
Wind Breath	Wind	Long	90	0.3	0.5	1~2 Hits

RARE MONSTERS



Three rare monsters appear in limited locations throughout the world of *Radiata Stories*. Look for their locations marked on the maps throughout the guide. The same night and day cycle that controls other NPCs dictates their appearances.

Dagol Tortoise



Stats	Location
???	Dorse Region (1) (???)



This little guy is found peeking out of the bushes in the Dorse Region. Its sparkling golden shell is just barely visible from under the cover of the local flora. Give it a swift kick to initiate a battle. The Dagol Tortoise, after being defeated, does not reappear until the next day that's a multiple of 15 from the game-start. This is a hidden count, so just keep checking back. There's a chance it may reappear the very next day if the count was on day 14. Though this enemy is only worth 1 Exp, it surrenders 8888 Dagols upon defeat, which is great when trying to recruit characters that require a signing bonus.

Killer Queen



Stats	Location
???	Septem Cave (7) (???)



The Killer Queen lives in the back end of Septem Cave, not far from the cave's back door. She's particularly difficult to locate. Every other day there's a 20% chance the Killer Queen will appear. Check back often. She never reappears once she's been defeated. Not only is she worth a ton of Exp, but she always drops a Strength Berry, Defense Berry, Evasion Berry, Luck Berry, and Life Berry. Take her seriously. She's a tough fighter and she's always accompanied by multiple Flame Ants (???).

Tsuchinoko





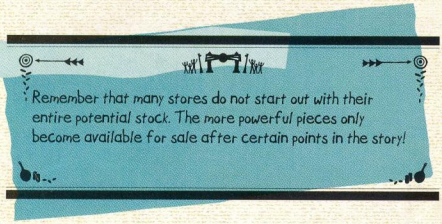
Stats	Location
???	Cuatour Region (1) (???)
	Elf Region (3) (???)
	Nowem Region (6) (???)
	Tria Region (2) (???)
	Ocho Region (2) (???)
	Dorse Region (5) (???)
	Septem Region (3) (???)
	Parsec's Chamber (Fire Mountain) (???)

The Tsuchinoko appears in one of the eight noted locations, and changes location every other day. When beaten, it doesn't appear again until the next day that's a multiple of 10 from the game-start. Because this is a hidden countdown, it could be the next day or a full ten days until it makes another appearance. Checking all eight locations every day is difficult. Search for the Tsuchinoko at times when sleeping doesn't affect the story. It's also good to check these locations anytime Jack passes through the area.

WEAPONS AND EQUIPMENT

Always be on the lookout for better equipment. While Jack himself gets stronger as he levels up, a powerful weapon and sturdy armor make the greatest differences in his combat stats. Keep track of each piece's Element state, too, and switch out if necessary when going up against certain foes!

Jack learns new weapon blows as the number of kills he makes with each type rises. The strength of the enemy does not matter; even the weakest foes count one point to your total. Spend some time in a party by yourself (or with a non-attacking healer character) destroying large groups of very weak foes while equipped with two of the appropriate Crest accessories to build up your move-list in record time!



Remember that many stores do not start out with their entire potential stock. The more powerful pieces only become available for sale after certain points in the story!

SWORDS

Jack's starter weapon-type, one-handed swords strike a balance between power, speed, and reach, making them handy choices for most situations. This kind of weapon is well suited for longer combos.

SWORD ATTACKS

Technique	CP	Kills	Description	Arc	Power	Parry	Effect
Right Slash	1	-	Downward slash from the right	90	0.8	1.0	-
Left Slash	1	-	Downward slash from the left	90	0.8	1.0	-
Sky Splitter	2	15	Jump & plunging strike	90	1.1	0.5	-
Cross Slice	2	40	Horizontal left-to-right slice	200	1.0	1.3	-
Cyclone Thrust	3	75	Jab to the throat	40	1.1	1.3	Knock Back
Guillotine Slash	3	120	Jumping slash to the head	40	1.3	1.0	-
Impact Thrust	3	165	Plunge into the gut	40	0.7	0.5	Break Parry
Upper Slash	4	210	Upward slash	90	1.1	0.6	Launch
Dance Tornado	4	255	Spinning jump slash	90	0.9	1.0	-
Crescent Blade	4	300	Powerful crossing slice	200	1.3	1.0	-

SWORD VOLTY ATTACKS

Technique	CP	Kills	Description	Arc	Power	Parry	Effect
Beast Thrust	-	-	Powerful forward thrust	40	2.0	10.5	Break Parry, Knock Back
Limit Break	-	350	Multiple sword strikes	-	Vari	1.0	9 Hits, Launch

SWORD ATTACK LINKS

Technique	1	2	3	4	5	6	7	8	9	10	Volty
1. Right Slash	X	A	C	A	C	C	A	C	C	A	C
2. Left Slash	A	X	A	C	C	A	C	A	B	C	C
3. Sky Splitter	A	C	X	C	C	A	C	C	B	C	A
4. Cross Slice	A	C	A	X	B	A	C	A	B	C	A
5. Cyclone Thrust	A	A	C	A	X	A	A	A	B	C	A
6. Guillotine Slash	C	B	A	B	C	X	B	A	B	B	A
7. Impact Thrust	A	A	A	A	B	A	X	A	B	A	A
8. Upper Slash	C	A	C	A	C	A	A	X	C	C	A
9. Dance Tornado	C	A	C	A	B	C	A	C	X	A	C
10. Crescent Blade	A	C	A	A	B	A	C	A	A	X	C



Empty Bottle

Buy Rate	Sell Rate	Strength
N/A	25 Dagols	1
Element	**CP**	**Other**
None	8	-

Locations

Maps

Path of Swords & Wisdom, Path of Insanity & Fanaticism, Path to the Beast Pit, Black Town of Night & Lust, Aiden Region 1, Dorse/Aiden Shed, Dorse Region 1, Fort Helencia Jack's Room, Dwarf Tunnel I-8 (x2).



Umbrella

Buy Rate	Sell Rate	Strength
N/A	50 Dagols	3
Element	**CP**	**Other**
None	15	-

Locations

Maps

Goblin Cemetery 10



Iron Edge

Buy Rate	Sell Rate	Strength
400 Dagols	200 Dagols	8
Element	**CP**	**Other**
None	4	-

Locations

Shops

Triston, Survivor

Other

Game start



Knight Edge

Buy Rate	Sell Rate	Strength
N/A	400 Dagols	12
[illegible]	[illegible]	[illegible]
None	6	-

Locations

Maps

Radiata Castle Storeroom 2, Fort Helencia Entrance North



Air Blade

Buy Rate	Sell Rate	Strength
1000 Dagols	500 Dagols	14
Element	**CP**	**Other**
Air	5	-

Locations

Shops

Survivor, Triston, Dead End



Aqua Blade

Buy Rate	Sell Rate	Strength
1000 Dagols	500 Dagols	16
Element	**CP**	**Other**
Water	4	-

Locations

Shops

Triston



Phantom Edge

Buy Rate	Sell Rate	Strength
2500 Dagols	1250 Dagols	32
Element	**CP**	**Other**
None	10	Bind (1.0)

Locations

Shops

Dead End, Goo



Steel Blade

Buy Rate	Sell Rate	Strength
4800 Dagols	2400 Dagols	41
Element	**CP**	**Other**
None	10	-

Locations

Shops

Survivor, Dead End



Glory Edge

Buy Rate	Sell Rate	Strength
N/A	3100 Dagols	47
Element	**CP**	**Other**
Air	7	Paralyze (1.0)

Locations

Battle

Natalie



Evil Blade

Buy Rate	Sell Rate	Strength
8000 Dagols	4000 Dagols	53
Element	**CP**	**Other**
None	11	Curse (1.0)

Locations

Shops

Survivor, Fort Helencia (Vladimir)

Other

Complete all Treeman sword tests



Flame Blade

Buy Rate	Sell Rate	Strength
11600 Dagols	5800 Dagols	56
Element	**CP**	**Other**
Fire	6	Blaze (1.0)

Locations

Shops
Dead End



Storm Bringer

Buy Rate	Sell Rate	Strength
56000 Dagols	28000 Dagols	104
Element	**CP**	**Other**
Air	11	Paralyze (1.0)

Locations

Shops
Fort Helencia (Vladimir)



Jinn

Buy Rate	Sell Rate	Strength
N/A	50 Dagols	62
Element	**CP**	**Other**
Air	10	Paralyze (1.0)

Locations

Maps
Wind Valley 1



Arbitrator

Buy Rate	Sell Rate	Strength
N/A	N/A	119
Element	**CP**	**Other**
None	9	-

Locations

Other
Gift from Gawain



Basilisktos

Buy Rate	Sell Rate	Strength
18000 Dagols	9000 Dagols	68
Element	**CP**	**Other**
None	8	Petrify (1.0)

Locations

Shops
Dead End, Shangri-La (Goo)



Holy Sword Gram

Buy Rate	Sell Rate	Strength
N/A	50 Dagols	170
Element	**CP**	**Other**
None	8	Paralyze (1.0)

Locations

Other
Valkyrie joins your party



Hatred Edge

Buy Rate	Sell Rate	Strength
N/A	50 Dagols	75
Element	**CP**	**Other**
None	9	Confuse (1.0)

Locations

Battle
Archdemon



Kotetsu

Buy Rate	Sell Rate	Strength
51000 Dagols	25500 Dagols	100
Element	**CP**	**Other**
None	9	Blind (1.0)

Locations

Shops
Dead End, Shangri La (Goo)

GREAT SWORDS

Heavier than the one-handed swords, great swords require two hands to swing. They also sacrifice some speed in exchange for more power. This slowness can leave Jack a bit more vulnerable in the middle of combos.

GREAT SWORD ATTACKS

Technique	CP	Kills	Description	Arc	Power	Parry	Effect
Crescent Slice	1	-	Downward slash from the right	90	0.7	1.0	-
Lunge	1	-	Forward thrust	40	0.9	1.3	-
Downward Thrust	2	10	Downward thrust	40	0.5	0.5	2 Hits
Reverse Blade	2	30	Upward slice from the left	120	1.0	1.0	-
Right Plow	3	60	Sweeping attack from the right	200	0.8	1.3	-
Upward Slash	3	100	Upward slash	40	0.9	0.5	Launch
Cyclone Plow	3	140	Blow from the left	200	0.9	1.3	-
Balance Thrust 1	4	180	Forward thrust leading into...	40	0.7	0.5	Break Parry
Balance Thrust 2	-	-	...an upward strike	40	1.0	0.6	Launch
Spinning Slash	4	220	Full-circle spin attack	360	0.9	1.3	-
Shadow Buster	4	260	Low slash	200	0.9	1.0	Knock Back

GREAT SWORD VOLTY ATTACKS

Technique	CP	Kills	Description	Arc	Power	Parry	Effect
Extension Aura	-	-	Aura blast	40	1.0	0.5	6 Hits
Army of Shadows	-	310	Strike from all angles	-	0.4	1.0	Knock Back

GREAT SWORD TECHNIQUE LINKS

Technique	1	2	3	4	5	6	7	8	9	10	Volty
1. Crescent Slice	X	A	C	A	C	C	C	A	C	A	C
2. Lunge	A	X	A	A	A	A	A	A	A	A	A
3. Downward Thrust	C	A	X	C	A	A	C	C	A	C	A
4. Reverse Blade	A	A	A	X	A	A	A	C	A	C	A
5. Right Plow	C	A	C	A	X	C	C	A	C	A	C
6. Upward Slash	A	A	A	A	C	X	A	A	C	A	C
7. Cyclone Plow	A	B	A	B	A	A	X	C	A	B	A
8. Balance Thrust	A	A	A	A	C	C	A	X	C	A	C
9. Spinning Slash	C	A	C	A	C	C	C	A	X	A	C
10. Shadow Buster	A	C	A	C	A	A	A	C	A	X	A



IRON SWORD

Buy Rate	Sell Rate	Strength
500 Dagols	250 Dagols	11
Element	**CP**	**Other**
None	4	-

LOCATIONS

Shops
Survivor



KNIGHT SABER

Buy Rate	Sell Rate	Strength
N/A	400 Dagols	17
Element	**CP**	**Other**
None	5	-

LOCATIONS

Maps
Path of the Spider II 6

Battle
Female Knight C, Male Knight C



HEAT SABER

Buy Rate	Sell Rate	Strength
1800 Dagols	900 Dagols	26
Element	**CP**	**Other**
Fire	4	-

LOCATIONS

Shops
Survivor, Verontier



VENOM SWORD

Buy Rate	Sell Rate	Strength
3200 Dagols	1600 Dagols	32
Element	**CP**	**Other**
Earth	6	Poison (1.0)

LOCATIONS

Shops
Verontier



STEEL SABER

Buy Rate	Sell Rate	Strength
5600 Dagols	2800 Dagols	44
Element	**CP**	**Other**
None	6	-

LOCATIONS

Shops
Survivor, Verontier, Shangri La (Goo)



Rune saber

Buy Rate	Sell Rate	Strength
11800 Dagols	5900 Dagols	56
Element	**CP**	**Other**
None	8	Petrify (1.0)

Locations

Shops
Survivor, Shangri La (Goo), Fort Helencia (Vladimir)

Battle
Mud Ponbabar



Grand saber

Buy Rate	Sell Rate	Strength
17200 Dagols	8600 Dagols	62
Element	**CP**	**Other**
Earth	7	-

Locations

Shops
Verontier

Other
Complete all Treeman Great Sword tests



Efreet

Buy Rate	Sell Rate	Strength
N/A	50 Dagols	71
Element	**CP**	**Other**
Fire	11	Blaze (1.0)

Locations

Maps
Fire Mountain



Bisenosafune

Buy Rate	Sell Rate	Strength
25400 Dagols	12700 Dagols	74
Element	**CP**	**Other**
None	10	Blind (1.0)

Locations

Shops
Verontier



Fake gram

Buy Rate	Sell Rate	Strength
33000 Dagols	16500 Dagols	80
Element	**CP**	**Other**
Wind	9	Paralyze (1.0)

Locations

Shops
Verontier



Blaze saber

Buy Rate	Sell Rate	Strength
46000 Dagols	23000 Dagols	86
Element	**CP**	**Other**
Fire	9	Blaze (1.0)

Locations

Shops
Fort Helencia (Vladimir)



Bind saber

Buy Rate	Sell Rate	Strength
N/A	50 Dagols	112
Element	**CP**	**Other**
None	8	Bind (1.0)

Locations

Battle
Shrine Knight



Falvern

Buy Rate	Sell Rate	Strength
N/A	50 Dagols	127
Element	**CP**	**Other**
None	15	Instant-Kill

Locations

Maps
City of White Nights



Muramasa

Buy Rate	Sell Rate	Strength
None	50 Dagols	174
Element	**CP**	**Other**
None	11	Blind (1.2)

Locations

Battle
Holy Quetzal

AXES

What axes lack in reach and speed, they make up for in raw power. Unlike most weapons, you want to keep your axe combos short, since the slower swings give your opponents more opportunity to attack should they survive the onslaught. Being able to guard or dodge quickly is key.

AXE ATTACKS

Technique	CP	Kills	Description	Arc	Power	Parry	Effect
Skull Bash	1	-	Downward swing	40	0.8	1.0	-
Half Slash	1	-	Horizontal half-swing left	90	0.7	1.0	-
Triple Slice	2	10	Three hits in a single blow	90	1.1	1.3	-
Charge Blow	2	30	Powerful downward swing	40	1.2	1.3	-
Upward Slash	3	60	Low power but launches foe	90	0.7	0.7	Launch
Earthshake	3	100	Leap and land with sonic wave	40	1.0	1.3	2 Hits
Top Break	3	140	Thrust with axe-tip	40	0.8	0.5	Break Parry
Low Strike	4	180	Sweep at enemy's feet	200	0.9	0.5	Knock Down
Aerial Strike	4	220	Strike using jump momentum	40	1.3	0.7	Launch
Hammer Throw	4	260	Swing axe in a circle	360	1.0	1.3	2 Hits

AXE VOLTY ATTACKS

Technique	CP	Kills	Description	Arc	Power	Back	Effect
Aerial Spin	-	-	Spinning slice & sonic wave	40	1.1	0.5	4 Hits, Wave Hits 360 Degrees
Radial Smash	-	310	Throw axe into the air	-	400%	1.3	Knock Back

AXE TECHNIQUE LINKS

Technique	1	2	3	4	5	6	7	8	9	10	Volty
1. Skull Bash	X	A	A	A	C	B	A	C	C	C	A
2. Half Slash	A	X	C	A	C	A	A	C	C	C	A
3. Triple Slice	A	C	X	A	C	B	A	C	C	C	C
4. Charge Blow	A	C	C	X	C	B	A	C	C	C	A
5. Upward Slash	A	A	C	A	X	B	C	C	C	C	C
6. Earthshake	A	C	C	A	C	X	C	C	C	C	A
7. Top Break	A	C	C	A	C	B	X	C	C	C	A
8. Low Strike	A	A	A	A	C	B	A	X	C	C	A
9. Aerial Strike	A	C	C	A	C	B	A	C	X	C	C
10. Hammer Throw	A	A	A	A	C	B	A	A	C	X	A



IRON AXE

Buy Rate	Sell Rate	Strength
600 Dagols	300 Dagols	16
Element	**CP**	**Other**
None	4	-

LOCATIONS

Shops
Survivor



KNIGHT AXE

Buy Rate	Sell Rate	Strength
N/A	500 Dagols	24
Element	**CP**	**Other**
None	5	-

LOCATIONS

Battle
Round Knight E & F



EARTH CHOPPER

Buy Rate	Sell Rate	Strength
2600 Dagols	1300 Dagols	34
Element	**CP**	**Other**
Earth	8	Poison (1.0)

LOCATIONS

Shops
Survivor, Verontier



AQUA CHOPPER

Buy Rate	Sell Rate	Strength
4400 Dagols	2200 Dagols	42
Element	**CP**	**Other**
Water	6	-

LOCATIONS

Shops
Verontier, Shangri La (Goo)



STEEL AXE

Buy Rate	Sell Rate	Strength
6800 Dagols	3400 Dagols	56
Element	**CP**	**Other**
None	8	-

LOCATIONS

Shops
Survivor, Verontier

Glory Axe

Buy Rate	Sell Rate	Strength
N/A	5000 Dagols	63
Element	**CP**	**Other**
Fire	7	Blaze (1.0)

Locations

Maps
Fort Helencia Anteroom

Grand Smasher

Buy Rate	Sell Rate	Strength
68000 Dagols	12500 Dagols	117
Element	**CP**	**Other**
Earth	9	Poison (1.0)

Locations

Shops
Fort Helencia (Vladimir)

Icicle Axe

Buy Rate	Sell Rate	Strength
14000 Dagols	7000 Dagols	71
Element	**CP**	**Other**
Water	8	Freeze (1.0)

Locations

Shops
Survivor, Fort Helencia (Vladimir)

Other
Complete all Treeman Axe tests

Fall Smasher

Buy Rate	Sell Rate	Strength
N/A	50 Dagols	131
Element	**CP**	**Other**
None	10	Curse (1.0)

Locations

Battle
Ogre

Spark Chopper

Buy Rate	Sell Rate	Strength
21000 Dagols	10500 Dagols	75
Element	**CP**	**Other**
Fire	8	-

Locations

Shops
Verontier, Shangri-La (Goo)

Ancient Axe

Buy Rate	Sell Rate	Strength
N/A	50 Dagols	185
Element	**CP**	**Other**
None	7	Petrify (1.0)

Locations

Maps
Dragon Lair Cave 14

Rock Axe

Buy Rate	Sell Rate	Strength
25000 Dagols	12500 Dagols	82
Element	**CP**	**Other**
Earth	7	Poison (1.0)

Locations

Shops
Verontier

Maps
Borgandiazo 2

Behemoth

Buy Rate	Sell Rate	Strength
N/A	50 Dagols	92
Element	**CP**	**Other**
Earth	11	Poison (1.0)

Locations

Battle
Earth Cell (boss)

SPEARS

Spear weapons typically don't pack the punch of other types, but they do offer a much longer reach, keeping your opponents further back and reducing the chances of them hitting you.

SPEAR ATTACKS

Technique	CP	Kills	Description	Arc	Power	Parry	Effect
Quick Thrust	1	-	Quick forward thrust	40	0.7	1.0	-
Shaft Strike	1	-	Quick thrust w/ spear shaft	90	0.8	1.0	-
Middle Slash	2	20	Downward cross slash from left	90	0.8	1.0	-
Horizontal Slice	2	50	Long-range forward sweep	200	0.8	1.3	-
Charge Thrust	3	90	Powerful forward thrust	40	1.0	1.3	-
Combo Attack #1	3	140	Forward thrust then…	40	0.7	1.0	-
Combo Attack #2	-	-	…throw enemy	40	1.0	0.6	Launch
Spin Strike	3	190	Spin spear to downward strike	40	1.2	1.0	Break Parry
Twist Strike	4	240	Half turn to forward sweep	200	0.9	1.3	-
Knockdown	4	290	Sweep at enemy's feet	200	1.2	1.0	Knock Back
Wild Spin	4	340	Full circle sweep	360	1.0	1.3	-

SPEAR VOLTY ATTACKS

Technique	CP	Kills	Description	Arc	Power	Back	Effect
Shotgun #1~7	-		Multi-thrust attack	40	1.0	1.3	7 Hits
Shotgun #8	-	-	Final Shotgun strike	40	0.6	0.5	Knock Back
Thousand Spears	-	390	Spears rise from earth	-	Vari	1.0	10 Hits, Knock Back

SPEAR TECHNIQUE LINKS

Technique	1	2	3	4	5	6	7	8	9	10	Volty
1. Quick Thrust	X	A	A	A	A	A	A	A	A	A	A
2. Shaft Strike	C	X	A	C	C	C	C	A	C	A	A
3. Middle Slash	A	A	X	A	A	A	B	C	A	C	A
4. Horizontal Slice	C	C	C	X	C	C	C	A	C	A	C
5. Charge Thrust	C	C	A	C	X	C	C	A	C	A	C
6. Combo Attack	A	A	A	A	A	X	B	A	A	A	A
7. Spin Strike	A	A	C	A	A	A	X	C	A	C	A
8. Twist Strike	A	A	C	A	A	A	B	X	A	C	A
9. Knockdown	A	A	A	A	A	A	B	A	X	A	A
10. Wild Spin	A	A	C	A	A	A	B	C	A	X	A



SPADE

Buy Rate	Sell Rate	Strength
100 Dagols	50 Dagols	3
Element	**CP**	**Other**
None	9	-

LOCATIONS

Shops
Shangri La (Goo)

Other
Tria Region 4



IRON SPEAR

Buy Rate	Sell Rate	Strength
300 Dagols	150 Dagols	5
Element	**CP**	**Other**
None	4	-

LOCATIONS

Shops
Survivor



KNIGHT SPEAR

Buy Rate	Sell Rate	Strength
500 Dagols	250 Dagols	11
Element	**CP**	**Other**
None	10	-

LOCATIONS

Shops
Shangri La (Goo)



TOADSTOOL LANCE

Buy Rate	Sell Rate	Strength
N/A	500 Dagols	14
Element	**CP**	**Other**
None	12	Poison (1.0)

LOCATIONS

Battle
Bosso, Doppio

Other
Goo joins your party



WATER PIKE

Buy Rate	Sell Rate	Strength
2000 Dagols	1000 Dagols	20
Element	**CP**	**Other**
Water	7	-

LOCATIONS

Shops
Survivor, Dead End



Aqua spear

Buy Rate	Sell Rate	Strength
3800 Dagols	1900 Dagols	29
Element	**CP**	**Other**
Water	6	Freeze (1.0)

Locations

Shops
Dead End

Maps
Elf Region 3



Brionac

Buy Rate	Sell Rate	Strength
7000 Dagols	3500 Dagols	35
Element	**CP**	**Other**
Wind	9	Paralyze (1.0)

Locations

Shops
Dead End, Survivor, Fort Helencia (Vladimir)



Steel pike

Buy Rate	Sell Rate	Strength
7200 Dagols	3600 Dagols	38
Element	**CP**	**Other**
None	8	-

Locations

Shops
Survivor, Shangri-La (Goo)



Leviathan

Buy Rate	Sell Rate	Strength
N/A	50 Dagols	43
Element	**CP**	**Other**
Water	12	Freeze (1.0)

Locations

Battle
Trap Tako



Medusa spear

Buy Rate	Sell Rate	Strength
9200 Dagols	4600 Dagols	50
Element	**CP**	**Other**
None	9	Petrify (1.0)

Locations

Shops
Dead End

Other
Complete all Treeman Spear tests



Grand pike

Buy Rate	Sell Rate	Strength
12800 Dagols	6400 Dagols	56
Element	**CP**	**Other**
Earth	10	Poison (1.0)

Locations

Shops
Dead End, Shangri La (Goo)



Curse lance

Buy Rate	Sell Rate	Strength
19800 Dagols	9900 Dagols	71
Element	**CP**	**Other**
None	8	Curse (1.0)

Locations

Shops
Dead End



Deep lance

Buy Rate	Sell Rate	Strength
32000 Dagols	16000 Dagols	80
Element	**CP**	**Other**
Water	10	Freeze (1.0)

Locations

Shops
Fort Helencia (Vladimir)

Other
Give Shiny Ore to Dyvad



Binding spear

Buy Rate	Sell Rate	Strength
N/A	50 Dagols	99
Element	**CP**	**Other**
None	8	Bind (1.0)

Locations

Battle
Therosaurus



Paradigm

Buy Rate	Sell Rate	Strength
N/A	50 Dagols	146
Element	**CP**	**Other**
None	9	Instant-Kill

Locations

Maps
Shrine of Fray 14

ARMOR

Armor is what keeps Jack alive. The stronger the Armor, the less damage Jack takes when hit by enemy attacks. Remember that each piece of Armor's Element dictates how much damage Jack takes from other Element-based attacks. If an Armor has a resistance to an affliction, it is rated C-A, with A being total resistance, C mild resistance.



Recruitment Suit

Buy Rate	Sell Rate	
N/A	N/A	
Defense	**Element**	**Other**
	None	Auto-restore HP

LOCATIONS

Maps
Goblin Cemetery 10



Handmade Tunic

Buy Rate	Sell Rate	
N/A	N/A	
Defense	**Element**	**Other**
5	None	-

LOCATIONS

Other
Game start



Trainee's Wear

Buy Rate	Sell Rate	
N/A	N/A	
Defense	**Element**	**Other**
9	None	Resist Curse (B)

LOCATIONS

Other
Join the Radiata Knights



Leather Armor

Buy Rate	Sell Rate	
1500 Dagols	750 Dagols	
Defense	**Element**	**Other**
13	None	-

LOCATIONS

Maps
Survivor



Sharkskin

Buy Rate	Sell Rate	
2500 Dagols	1250 Dagols	
Defense	**Element**	**Other**
17	Water	Resist Freeze (B)

LOCATIONS

Maps
Survivor, Verontier



Iron Breastplate

Buy Rate	Sell Rate	
4600 Dagols	2300 Dagols	
Defense	**Element**	**Other**
23	None	-

LOCATIONS

Shops
Dead End, Verontier



Robot Suit

Buy Rate	Sell Rate	
N/A	50 Dagols	
Defense	**Element**	**Other**
23	None	Resist all afflictions (A)

LOCATIONS

Battle
RoboStar



Wind Garb

Buy Rate	Sell Rate	
7800 Dagols	3900 Dagols	
Defense	**Element**	**Other**
29	Wind	Resist Paralyze (A)

LOCATIONS

Shops
Dead End, Shangri La (Goo)



Wooden Breastplate

Buy Rate	Sell Rate	
9000 Dagols	4500 Dagols	
Defense	**Element**	**Other**
37	Earth	Resist Poison (B)

LOCATIONS

Shops
Survivor, Shangri La (Goo)



Iron Plate

Buy Rate	Sell Rate	
12000 Dagols	6000 Dagols	
Defense	**Element**	**Other**
47	None	-

LOCATIONS

Shops
Survivor, Fort Helencia (Vladimir)



Divine Coat

Buy Rate	Sell Rate	
16800 Dagols	8400 Dagols	
Defense	**Element**	**Other**
51	Water	Resist Freeze/Petrify (A), auto-restore HP

LOCATIONS

Shops
Verontier



Scale Armor

Buy Rate	Sell Rate	
N/A	50 Dagols	
Defense	**Element**	**Other**
55	Fire	Resist Blaze (B)

LOCATIONS

Maps
Dichett Region



Demon Mail

Buy Rate	Sell Rate	
N/A	50 Dagols	
Defense	**Element**	**Other**
81	None	Resist all afflictions (B), HP drain

LOCATIONS

Maps
Algandars Castle 19



Fayt Armor

Buy Rate	Sell Rate	
N/A	50 Dagols	
Defense	**Element**	**Other**
60	Water	Auto-restore HP

LOCATIONS

Other
Complete "A Gift From Outer Space" sub-quest



Samurai Armor

Buy Rate	Sell Rate	
60000 Dagols	30000 Dagols	
Defense	**Element**	**Other**
81	Fire	-

LOCATIONS

Shops
Dead End, Shangri La (Goo)



Plate Armor

Buy Rate	Sell Rate	
28000 Dagols	14000 Dagols	
Defense	**Element**	**Other**
61	None	-

LOCATIONS

Shops
Dead End, Verontier, Shangri La (Goo)



Alefstrain

Buy Rate	Sell Rate	
85000 Dagols	42500 Dagols	
Defense	**Element**	**Other**
87	Water	Resist Freeze (B)

LOCATIONS

Shops
Fort Helencia (Vladimir)



Dragon Scale

Buy Rate	Sell Rate	
N/A	50 Dagols	
Defense	**Element**	**Other**
67	Wind	Resist Paralyze (A)

LOCATIONS

Battle
Cepheid



Ore Armor

Buy Rate	Sell Rate	
N/A	50 Dagols	
Defense	**Element**	**Other**
99	Earth	-

LOCATIONS

Battle
Crystaria



Absolute Guard

Buy Rate	Sell Rate	
N/A	50 Dagols	
Defense	**Element**	**Other**
71	None	Resist all afflictions (B)

LOCATIONS

Other
Complete "The Real Ultimate Battle" job



Valiant Mail

Buy Rate	Sell Rate	
N/A	50 Dagols	
Defense	**Element**	**Other**
105	None	-

LOCATIONS

Maps
Distortion Corridor 26

ACCESSORIES

Jack can equip up to two Accessories, which allow you to further tweak his abilities. Keep a good, well-rounded stock of Accessories to boost your stats wherever they may be needed for the adventure ahead.



POWER BANGLE

Buy Rate	Sell Rate	Effect
500 Dagols	250 Dagols	Strength +2

LOCATIONS

Shops
OK Hand

Battle
Gareth, Jarvis



WARRIOR BANGLE

Buy Rate	Sell Rate	Effect
N/A	1200 Dagols	Strength +10

LOCATIONS

Maps
Dragon Lair Cave 10

Battle
Kelvin



PROTECT SHELL

Buy Rate	Sell Rate	Effect
500 Dagols	250 Dagols	Defense +2

LOCATIONS

Shops
OK Hand



MONK BANGLE

Buy Rate	Sell Rate	Effect
N/A	1200 Dagols	Defense +10

LOCATIONS

Maps
City of White Nights



SKILL UPPER

Buy Rate	Sell Rate	Effect
400 Dagols	200 Dagols	Evasion +2

LOCATIONS

Shops
OK Hand, Gabe

Other
Game Start



THIEF BANGLE

Buy Rate	Sell Rate	Effect
N/A	950 Dagols	Evasion +10

LOCATIONS

Maps
Septem Cavern 2



LUCK BRACELET

Buy Rate	Sell Rate	Effect
400 Dagols	200 Dagols	Luck +5

LOCATIONS

Shops
OK Hand, Gabe

Maps
Dwarf Tunnel I-6

Battle
Anastasia

Other
Game Start



LUCKY CHARM

Buy Rate	Sell Rate	Effect
N/A	950 Dagols	Luck +15

LOCATIONS

Maps
Algendars Castle 6

Battle
Lezard



TOUGHNESS BANGLE

Buy Rate	Sell Rate	Effect
1500 Dagols	750 Dagols	Max HP +10

LOCATIONS

Shops
OK Hand



LIFE BANGLE

Buy Rate	Sell Rate	Effect
N/A	3700 Dagols	Max HP +500

LOCATIONS

Battle
Gabriel Celesta



Eagle Crest

Buy Rate	Sell Rate	Effect
800 Dagols	400 Dagols	+1 kill for every Sword kill

Locations

Shops
DwarFun, San Patty

Maps
Theater Vancoor Treasury



Lion Crest

Buy Rate	Sell Rate	Effect
800 Dagols	400 Dagols	+1 kill for every Great Sword kill

Locations

Shops
San Patty, Faid



Elephant Crest

Buy Rate	Sell Rate	Effect
800 Dagols	400 Dagols	+1 kill for every Axe kill

Locations

Shops
San Patty



Serpent Crest

Buy Rate	Sell Rate	Effect
800 Dagols	400 Dagols	+1 kill for every Spear kill

Locations

Shops
San Patty



Feather Earring

Buy Rate	Sell Rate	Effect
N/A	1300 Dagols	Increase speed in the field by 30%

Locations

Maps
Path of the Spider I 19



Divine Earring

Buy Rate	Sell Rate	Effect
6000 Dagols	3000 Dagols	Prevents confusion from ambushes

Locations

Shops
San Patty, Fort Helencia (Keane)



Saint's Trophy

Buy Rate	Sell Rate	Effect
2400 Dagols	1200 Dagols	Cure all afflictions after battle

Locations

Shops
Fort Helencia (Keane)

Other
Gift from Zane for recruiting the orcs



Pluto's Trophy

Buy Rate	Sell Rate	Effect
20000 Dagols	10000 Dagols	Earn 20% more Dagols in battle

Locations

Shops
San Patty, Fort Helencia (Keane)



Beckoning Cat

Buy Rate	Sell Rate	Effect
800 Dagols	10000 Dagols	+50% to Item acquisition odds

Locations

Shops
Levante, Fort Helencia (Keane)



Power Stone

Buy Rate	Sell Rate	Effect
N/A	1500 Dagols	Restore HP while walking

Locations

Other
Complete Algandars Castle mission



Training Cast

Buy Rate	Sell Rate	Effect
50000 Dagols	25000 Dagols	Gain 25% more EXP from battles

Locations

Shops
Waldo, Helencia (Keane)

Battle
Cairn



VIP BADGE

Buy Rate	Sell Rate	Effect
N/A	150 Dagols	Get discounts from stores

LOCATIONS

Battle

Dagol Tortoise, Radian



LEPRECHAUN

Buy Rate	Sell Rate	Effect
N/A	4500 Dagols	Make Jack power walk when equipped

LOCATIONS

Maps

Path of the Spider I 15



MAGIC MIRROR

Buy Rate	Sell Rate	Effect
N/A	4500 Dagols	Increase chance of finding Touchinokos

LOCATIONS

Battle

Gruel

ITEMS

"Be prepared" should be your motto. A large supply of items can brace you for any eventuality.



Delayed Reaction

While the use of items while walking in the field is instantaneous, this is not the case in battle. In this situation, Jack tosses the item into the air where it must travel to its target, not taking effect until it connects. This delay can be deadly, so be on your toes!

RECOVERY ITEMS

Always keep a healthy stock of HP-recovering items handy. Being quick on the recovery can keep your party going a long, long time. Also, use these items to restore HP rather than sleeping to make the most of every hour of the day.



Herb Extract

Restores 90 Hit Points.

Buy Rate	Sell Rate	Usage	Target
50 Dagols	25 Dagols	Anytime	Single

LOCATIONS

Shops
Radiata Castle, Louis, DwarFun, Marsha, Blade, Belmont, Eisenhower, Black Rose, Levante, Mint, Gabe

Maps
Radiata Castle Trainee's Room 1, Castle Storeroom 1, Castle Guards' Room 1, Castle Infirmary, Castle Study, Jasne's Room, Blade Pharmacy, Eisenhower Pharmacy, Levante General Store, Beast Pit 8, Theater Vancoor Interview Room, Hecton Squad Locker Room, Theater Vancoor 4F, Vareth Library, Olacion Universal Tree Hallway, Dova 3, Elf Region 1, Tria 4, Tria Village 2, Ocho 1, Gehrmann's Place, City of Flowers Meeting Area, Dwarf Tunnel I-3 (x2)

Battle
Adele, Aegenhart, Aldo, Albert, Alvin, Bligh, Bran, Brockle, Charlie, Christoph, Claudia, Clive, Cornelia/Rachel, Cosmo, David, Dennis, Derek, Dimitri, Donovitch, Edgar, Elef, Elmo, Felix, Female Knight A & B, Flau, Flora, Franklin, Franz, Gehrmann, Gene, Giga Ant, Giske, Golly, Gonber, Goo, Gordon, Golye, Gregory, Grigori, Grim Reaper, Hip, Howard, Hyann, Jared, Jill, Junzaburo, Keaton, Leonard, Lufa, Lunbar, Lyle, Male Knight A & B, Marietta, Marke, Mason, Mikey, Militarat, Mook, Nina, Noam, Oleg, Ridley, Rolec, Round Knight A–D, Santos, Sarval, Sergei, Stefan, Stein, Trent, Ursula, Vladimir, Wal, Wyze



Tria Milk

Restores 160 Hit Points.

Buy Rate	Sell Rate	Usage	Target
N/A	10 Dagols	Anytime	Single

LOCATIONS

Maps
Vareth Library, Elder's Residence Kitchen

Other
Gift from Tarkin after becoming Friends



Polpo's Soup

Recovers 160 Hit Points.

Buy Rate	Sell Rate	Usage	Target
N/A	10 Dagols	Anytime	Single

LOCATIONS

Other
Gift from Polpo after becoming Friends



Herb Extract S

Recovers 300 Hit Points.

Buy Rate	Sell Rate	Usage	Target
150 Dagols	75 Dagols	Anytime	Single

LOCATIONS

Shops
Belmont, Eisenhower, Faid, Marsha, Mint, Gabe

Maps
Sword & Silver Coins Inn Lobby, Theater Vancoor Treasury, Confessional 1, Black Town of Night & Lust, Vareth Star Tower Lab 2, Nowem 1, Nowem 5, Tria 3, Dorse 1, Dwarf Tunnel III-3

Battle
Clarence, David, Drago, Gob, Green Orc A–E, Green Orc Rider, Interlude, Martinez, Rocky, Serva, Smilodon Male (A)



Herb Extract DX

Recovers 800 Hit Points.

Buy Rate	Sell Rate	Usage	Target
600 Dagols	300 Dagols	Anytime	Single

LOCATIONS

Shops
Eisenhower, Marsha

Maps
Path of Insanity & Fanaticism, Sediche 6, Dichett, Desneuf

Battle
Crocogator, Cross, JJ, Nocturne, Nyx, Zeranium



Herb Extract MAX

Fully recover all lost Hit Points.

Buy Rate	Sell Rate	Usage	Target
1000 Dagols	500 Dagols	Anytime	Single

LOCATIONS

Shops
Eisenhower, Marsha, Louis

Maps
Path to the Beast Pit, Dysett 3, Goblin Cemetery 6

Battle
Galvados, Mount Tortoise

Moon Stone Chip



Restores 70 Hit Points.

Buy Rate	Sell Rate	Usage	Target
160 Dagols	80 Dagols	Anytime	Party

Locations

Shops
Belmont, Eisenhower, Gabe, Marsha

Maps
Septem 4, Dichett

Battle
Black Goblin, Donkey, Gonovitch, Hunterwolf, Miranda, Sebastian

Moon Stone



Restores 240 Hit Points.

Buy Rate	Sell Rate	Usage	Target
580 Dagols	290 Dagols	Anytime	Party

Locations

Shops
Belmont, Eisenhower, Faid, Marsha, Mint

Maps
Desneuf

Battle
Curtis, Light Elf A & B, Morgan, Natalie, Nogueira

Revival Stone Chip



Restores 700 Hit Points.

Buy Rate	Sell Rate	Usage	Target
1200 Dagols	600 Dagols	Anytime	Party

Locations

Shops
Eisenhower, Waldo, Gabe

Maps
Dwarf Tunnel III-3

Battle
Gawain, Gerald, Godwin, Metal Tortoise

Revival Stone



Fully recovers all lost Hit Points.

Buy Rate	Sell Rate	Usage	Target
2000 Dagols	1000 Dagols	Anytime	Party

Locations

Shops
Eisenhower, Marsha, Louis

Maps
Dysett 3, Borgandiazo 2, Parsec's Chamber, Dragon Lair Cave 2

Battle
Curtis, Elwen, Kain, Ricky

Recovery Ball



Gradually recovers Hit Points for 60 seconds.

Buy Rate	Sell Rate	Usage	Target
200 Dagols	100 Dagols	Battle	Single

Locations

Shops
Belmont, Eisenhower, Waldo, Mint, Gabe

Maps
Nowem 2, Ocho 2

Battle
Crunchy Shell, Living Totem, Sonata, Twin Horn

Status Items

Status afflictions can quickly turn a battle sour for you. These items are guaranteed to remove afflictions from the victim on contact.

Cure Drop



Removes Poison status.

Buy Rate	Sell Rate	Usage	Target
70 Dagols	35 Dagols	Anytime	Single

Locations

Shops
Radiata Castle, Louis, Forest Metropolis, Blade, Gabe

Maps
Radiata Castle Trainee's Room 1, Castle Trainee's Room 2, Natalie's Room, Castle Banquet Hall, Dwight's Room, Vareth Infirmary, Aiden 2, Nowem 3, Ocho 3

Battle
Alan, Big Jaws, Conrad, Deathclover, Lulu, Mud Bone, Nick, Poisonous Lizard, Shemud, Speckled Bug, Tarkin

Cure Needle



Removes Paralyze status.

Buy Rate	Sell Rate	Usage	Target
60 Dagols	30 Dagols	Anytime	Single

Locations

Shops
Radiata Castle, Louis, DwarFun, Blade, Faid, Gabe

Maps
Radiata Castle Storeroom 1, Path of Swords and Wisdom, Theater Vancoor Infirmary, Aiden 1, Dova 1, Dysett 1 (x2), Dysett 3, City of Flowers House 1

Battle
Brood, Bubu, Burglar A & B, Butch, Chatt, Eon, Few, Giga Hopper, Hollywoody, Mud Pawn, Pararat, Ripple Bat, Skypulsar

Eye Drops



Removes Blind status.

Buy Rate	Sell Rate	Usage	Target
60 Dagols	30 Dagols	Anytime	Single

Locations

Shops
Radiata Castle, Louis, DwarFun, Forest Metropolis, Blade, Gabe

Maps
Theater Vancoor Storeroom, Vareth Infirmary, Dova 3, Earth Valley

Battle
Zida, Flash Monkey, Mud Mage, Pit, Solo, Spray Snake

Bell Amulet



Removes Bind status.

Buy Rate	Sell Rate	Usage	Target
40 Dagols	20 Dagols	Anytime	Single

Locations

Shops
Blade, Faid, Gabe

Maps
Heliford Gate Guard Post, Path to the Sun, Vitas' Room, Nowem 3, Adele's Residence, Forest Metropolis Room 2, Dwarf Tunnel I-3

Battle
Birdcage Insect, Ernest, Law, Mist Frogger, Romaria, Star, Thunderwolf, Warc



Heating Tablet

Removes Freeze status.

Buy Rate	Sell Rate	Usage	Target
50 Dagols	25 Dagols	Anytime	Single

Locations

Shops
Blade, Gabe

Maps
Theater Vancoor 3F, Vareth Cafeteria, Ocho 1, Boulder Frog Inn Room 102, Tria Elder's Bedroom, Forest Metropolis Room 2

Battle
Achilles, Aqua Cell, Fan, Iceburg, Ice Lizard, Leban, Marsha, Ryan



Flexibility Lotion

Removes Petrify status.

Buy Rate	Sell Rate	Usage	Target
100 Dagols	50 Dagols	Anytime	Single

Locations

Shops
Blade, Gabe

Maps
Red Lotus Metropolis, Vareth Star Tower Lab 1, Nowem 3, Shangri La 2, Dwarf Tunnel III-3

Battle
Mud Dile, Sakurazaki



Cooling Spray

Removes Blaze status.

Buy Rate	Sell Rate	Usage	Target
60 Dagols	30 Dagols	Anytime	Single

Locations

Shops
Blade, Gabe, Mint

Maps
Cross' Room, Theater Vancoor 4F, Vareth Moon Tower Lab 2, Vampire Casino, Tria Village 1, Dichett/Dorse bridge, Dichett, Desneuf, Dwarf Tunnel I-8

Battle
Blood Orc B, Coco, Daniel, Fire Cell, Flame Ant, Flame Lizard, Garcia, Joaquel, Lily, Shin, Skullhead



Sage

Removes all status afflictions.

Buy Rate	Sell Rate	Usage	Target
300 Dagols	150 Dagols	Anytime	Single

Locations

Shops
Radiata Castle, Louis, DwarFun, Blade, Gabe

Maps
Elf 2, Nowem 2, Tria 3, Septem 2, Septem 4, Dysett 3, City of Flowers Elder's residence, Dwarf Tunnel II-7

Battle
Bull, Cecil, Dark Elf, Fernando, Genius, Shell Lizard, Rynka, Synelia, Tall Beast



Mint Drop

Removes Confusion status.

Buy Rate	Sell Rate	Usage	Target
50 Dagols	25 Dagols	Anytime	Single

Locations

Shops
Radiata Castle, Louis, DwarFun, Blade, Gabe

Maps
Radiata Castle 2F Hall 5, Castle Study, Yellow Town of Sun & Glory, Vancoor Square, Triton Squad Locker Room, Godwin's Room, Aiden 1, Nowem 3, Forest Metropolis Cellar,

Battle
Bubble Frogger, Carnivorat, Gil, Paul, Rika, Thanos, Yergeni, Zerotone



Cleansing Stone

Removes all status afflictions.

Buy Rate	Sell Rate	Usage	Target
800 Dagols	400 Dagols	Anytime	Party

Locations

Shops
Waldo, Marsha, Louis

Maps
Dwarf Tunnel II-3

Battle
Elwen, Natalie, Whirlwind



Holy Water

Removes Curse status.

Buy Rate	Sell Rate	Usage	Target
80 Dagols	40 Dagols	Anytime	Single

Locations

Shops
Blade, Gabe, Mint

Maps
Ridley's Room, Radiata Castle Men's Toilet, Olacion Order Confessional 1, Olacion Chapel, Forest Metropolis Kitchen

Battle
Black Tiger, Bone Goblin, Caesar, Hellraiser, Iris, Keane, Oily Bug, Phantom, Subordinate Mage A & B



Invincibility Med

Prevents any status afflictions for 60 seconds, also cures any current afflictions.

Buy Rate	Sell Rate	Usage	Target
100 Dagols	50 Dagols	Battle	One

Locations

Shops
Blade, Faid, Louis

Maps
Dorse 1

Battle
Bruce, Leona, Morfinn, Whip Turtle

ATTRIBUTE ITEMS

These consumable items permanently increase the target's attributes. Naturally, all of these should go to Jack, since he's the one who needs to stay alive!

Strength Berry

Permanently increases Strength rating by 2.

Buy Rate	Sell Rate	Usage	Target
15000 Dagols	50 Dagols	Field	Single

Locations

Shops
Alkaico

Maps
Theater Vancoor Infirmary, Castle Path of the Spider 2, Distortion Corridor 9

Battle
Cairn, Cross, Gerald, Holy Quetzal, Killer Queen, King Serpent, Natalie

Defense Berry

Permanently increases Defense rating by 2.

Buy Rate	Sell Rate	Usage	Target
15000 Dagols	50 Dagols	Field	Single

Locations

Shops
Alkaico

Maps
Dova 1, Solieu Village, City of Flowers House 2, Shrine of Fray 5

Battle
Baade, Ganz, Gonovitch, Killer Queen, Sebastian

Evasion Berry

Permanently increases Evasion rating by 2.

Buy Rate	Sell Rate	Usage	Target
10000 Dagols	50 Dagols	Field	Single

Locations

Shops
Alkaico

Maps
Nuevo Village, Forest Metropolis Room 1, Void Community Vault, City of Flowers House 4

Battle
Cepheid, Fernando, Kain, Killer Queen, Ridley

Luck Berry

Permanently increases Luck rating by 2.

Buy Rate	Sell Rate	Usage	Target
10000 Dagols	50 Dagols	Field	Single

Locations

Shops
Alkaico

Maps
Theater Vancoor 1F, Void Community Vault, Elf Region 3, Desneuf, Shangri La 2, Goblin Haven 1

Battle
Curtis, Gobrey, Kelvin, Killer Queen, Mud Ponbabar, Star

Life Berry

Permanently increases Hit Points by 10.

Buy Rate	Sell Rate	Usage	Target
30000 Dagols	50 Dagols	Field	Single

Locations

Shops
Alkaico, Danny

Maps
San Patty F1, Dorse 3, Sediche 3, Ocho 2, Dichett, Dysett 1, Dwarf Elder Residence 2F, Forest Metropolis 1F-2, Forest Metropolis 1F-3, Shangri La 4, City of Flowers Meeting Area, Septem Cavern 4, Goblin Cemetery 4, Borgandiazo 2

Battle
Anastasia, Dynas, Gabriel Celesta, Galvados, JJ, Killer Queen, Parsec, Rockdigger, Rocky, Tusky Mammoth

Mystery Berry

Permanently increases a random attribute (Strength, Defense, Evasion, Luck) by 2.

Buy Rate	Sell Rate	Usage	Target
13000 Dagols	60 Dagols	Field	Single

Locations

Shops
Danny

Maps
Jiorus's Closet, Dorse 1, Goblin Haven 1

Battle
Gruel, Gawain, Gobblehope IX A & B, Lezard, Radian

Growth Gem

Permanently increases Strength, Defense, Evasion & Luck by 2 each.

Buy Rate	Sell Rate	Usage	Target
N/A	50 Dagols	Field	Single

Locations

Maps
Wind Valley 1, Borgandiazo 6, Shrine of Fray 12

Other
Archdemon, Elwen, Gabriel Celesta, Quasar, Valkyrie

ATTACK ITEMS

Usable only in battle, these items sic afflictions on their target. Check your opponent's vulnerability to certain afflictions and use that to turn the battle decidedly against them. All Attack Items have a 100% affliction strength.



TOADSTOOL POWDER

Poisons the targeted enemy.

Buy Rate	Sell Rate	Usage	Target
80 Dagols	40 Dagols	Battle	Single

LOCATIONS

Shops
DwarFun, Black Rose, Levante, Gabe

Maps
Vareth Star Tower Lab 2, Vareth Moon Tower Lab 1, Vampire Casino, Dorse 6, Sediche 1, Sediche 2, Sediche 3 (x2), Desneuf, Shangri La 1, Dwarf Tunnel I-3

Battle
Bosso, Colossalizard, Danny, Dominic, Doppio, Drew, Earth Cell (common), Faraus, Georgio, Giovanni, Grant, Jan, Luka, Marco, Niko, Patrick, Pietro, Pinky, Sonny



MUD POWDER

Paralyzes the targeted enemy.

Buy Rate	Sell Rate	Usage	Target
80 Dagols	40 Dagols	Battle	Single

LOCATIONS

Shops
Black Rose, Levante

Maps
Radiata Castle Lockup, Belmont General Store, Path of Swords & Wisdom, Club Vampire, Tria Village 3

Battle
Elena, Gabe, Hemud, Lin, Mud Bone, Mud Fighter, Tony



MUSTARD POWDER

Blinds the targeted enemy.

Buy Rate	Sell Rate	Usage	Target
80 Dagols	40 Dagols	Battle	Single

LOCATIONS

Shops
Black Rose, Levante

Maps
Theater Vancoor 1F, Vareth Star Tower Lab 1, Solieu Village (x2), Septem 2, Forest Metropolis Kitchen

Battle
Astor, Brie, Dan, Eugene, Ivory Goat, Willow



STARTLE POWDER

Binds the targeted enemy.

Buy Rate	Sell Rate	Usage	Target
100 Dagols	50 Dagols	Battle	Single

LOCATIONS

Shops
Black Rose, Levante, DwarFun, Forest Metropolis

Maps
Last Word Book Store, Black Rose General Store, Zweit Squad Locker Room, Dwarf Elder Residence 2F, Shangri La 3, Dwarf Tunnel I-3

Battle
Aidan, Blaunibel, Gon, Yack



SNOW POWDER

Freezes the targeted enemy.

Buy Rate	Sell Rate	Usage	Target
100 Dagols	50 Dagols	Battle	Single

LOCATIONS

Shops
Black Rose, Levante, Mint

Maps
Anastasia's Room, Tria Village 2, Ocho 3, Dwarf Tunnel III-2,

Battle
Adina, Monki, Putt



MAGMA POWDER

Sets the targeted enemy ablaze.

Buy Rate	Sell Rate	Usage	Target
100 Dagols	50 Dagols	Battle	Single

LOCATIONS

Shops
Forest Metropolis, Black Rose, Levante, Faid

Maps
Dichett/Dorse bridge, Dichett (x3), Forest Metropolis Brewery, Dwarf Tunnel III-3

Battle
Alba, Gobrey, Reynos



PANIC POWDER

Confuses the targeted enemy.

Buy Rate	Sell Rate	Usage	Target
80 Dagols	40 Dagols	Battle	Single

LOCATIONS

Shops
Black Rose, Marsha, Gabe

Maps
Yellow Town of Sun & Glory, Carl's Pub, Morfinn's Clinic Storeroom, Vareth Star Tower Lab 3, Earth Valley, Goblin Haven 1

Battle
Den, Green Goblin, Herz, Sunset

Mass of Enmity

Curses the targeted enemy.

Buy Rate	Sell Rate	Usage	Target
80 Dagols	40 Dagols	Battle	Single

Locations

Shops
Black Rose

Maps
Beast Pit 2, Vareth President's Office, Void Community Torture Room, Nowem 5, Dorse 6, Borgandiazo 2

Battle
Ardoph, Ben, Darksoul, Johan, Dark Cell

Cement Powder

Petrifies the targeted enemy.

Buy Rate	Sell Rate	Usage	Target
100 Dagols	50 Dagols	Battle	Single

Locations

Shops
Black Rose

Maps
Verontier Storeroom, Vampire Casino, Dorse/Aiden Shed, Dwarf Dormitory, Dwarf Tunnel I-3, Dwarf Tunnel I-8, Dwarf Tunnel III-2, Dwarf Tunnel III-3, Borgandiazo 3

Battle
Aesop, Ortoroz, Smilodon Female, Vitas



Other Items

Of course, there are a handful of items that don't quite fit into the other categories, but they're no less valuable!

Flee Ball

Pulls you from battle. Does not work against bosses.

Buy Rate	Sell Rate	Usage	Target
60 Dagols	30 Dagols	Battle	Party

Locations

Shops
Radiata Castle, Louis, DwarFun, Belmont, Waldo, Faid, Gabe

Maps
Radiata Castle Lounge, Club Vampire 2F, Void Community Office, Aiden 1, Dorse/Aiden Shed, Dova 3, Nowem 1, Nowem 3, Tria 1, Dorse 1, Dichett, Desneuf, Dysett 1, Marke's Place, Tarkin's Living Room

Battle
Carlos, Dwight, Gobblehope IX A & B

Analysis Ball

Reads the base statistics on the targeted enemy.

Buy Rate	Sell Rate	Usage	Target
40 Dagols	20 Dagols	Battle	Single

Locations

Shops
Louis, Forest Metropolis, Belmont, Waldo, Marsha, Mint

Maps
Radiata Castle Trainee's Room 1, Castle Guards' Room 3, Vareth Lobby, Void Community Office, Void Vault, Aiden 2, Elf 2, Nowem 1, Tria 1, Tria 4, Septem 2, Septem 4, Sediche 2, Dichett, Dwarf Dormitory Room 101, Void Vault, Borgandiazo 2, Borgandiazo 3

Battle
Dynas, Ganz

Tsuchinoko Dumpling

Restores 100% of HP and VP.

Buy Rate	Sell Rate	Usage	Target
N/A	50 Dagols	Anytime	Single

Locations

Maps
City of White Nights, Dragon Lair Cave 20, Distortion Corridor 5

Other
Tsuchinoko drop during battle

Celestial Nectar

Revives a fallen ally and restores 20% of his or her maximum Hit Points.

Buy Rate	Sell Rate	Usage	Target
1600 Dagols	800 Dagols	Battle	Single

Locations

Shops
Eisenhower, Waldo, Marsha, Louis

Maps
Cuator 1, Sediche 1, Goblin Cemetery 10

Battle
Flash Cell

RECORDS

They say music is the universal language. Aside from allowing you to hear the music from the game on any phonograph, records can also be the key to gaining a couple friends. Do you have a well-rounded music collection?

RECORD AVAILABILITY

RECORD	BUY RATE	SELL RATE	STORES	BATTLES	MAPS
Aiden Region	1000	500	Pitt	-	-
Algendars Castle	-	500	-	Archdemon	-
Audience Chamber	1000	500	Chic	-	-
Bandit's Theme	1000	500	Chic	-	-
Battle 1	1000	500	Donkey	-	-
Battle 2	1000	500	Donkey	-	-
Battle 3	1000	500	Donkey	-	-
Borgandiazo	1000	500	Pitt	-	-
Coliseum	1000	500	Chic	-	-
Conference	1000	500	Chic	-	-
Conspiracy	1000	500	Donkey	-	-
Defeat	1000	500	Donkey	-	-
Dichett Region	1000	500	Pitt	-	-
Distortion Corridor	-	500	-	Shrine Knight	-
Dragon Lair Cave	-	500	-	Black Tiger	-
Dragon Radian	-	500	-	Radian	-
Dwarf Tunnel	1000	500	Donkey	-	-
Dysett Region	1000	500	Pitt	-	-
Earth Dragon Attack	1000	500	Donkey	-	-
Earth Valley	200	100	Pitt	-	Dwarf Dorm Room 102
Elf Region	1000	500	Pitt	-	Forest Metro Room 3
Ethereal Queen	-	500	-	Ethereal Queen	-
Final Battle	-	500	-	Quasar	-
Fort Helencia	1000	500	Chic	-	-
Gabriel Celesta	-	500	-	Gabriel	-
Ganz's Theme	-	100	-	-	Ganz's Room
Goblin Haven	1000	500	Pitt	-	-
Gold Dragon Castle	-	500	-	Wind Cell	-
Invasion	1000	500	Donkey	-	-
Jack's Theme	-	100	-	-	Jack's Room
Mage's Theme	1000	500	Chic	-	-
The Night Halls	1000	500	Chic	-	-
Ocho Region	1000	500	Pitt	-	-
Opening Theme	1000	500	Chic	-	-
Payapaya Dance	-	500	-	Pinky	-
Priest's Theme	1000	500	Chic	-	-
Radiata Castle 1	1000	500	Chic	-	-
Radiata Castle 2	1000	500	Chic	-	-
Ridley's Sorrow	1000	500	Chic	-	-

Record Availability (Continued)

Record	Buy Rate	Sell Rate	Stores	Battles	Maps
Ridley's Theme	-	100	-	-	Ridley's Room
Sediche Region	1000	500	Pitt	-	-
Shangri La	1000	500	Pitt	-	-
Shrine of Fray	-	500	-	Crystaria	-
Solieu Village	-	500	-	Adele	-
Tension	1000	500	Donkey	-	-
Uber-enemy 1	1000	500	Donkey	-	-
Uber-enemy 2	1000	500	Donkey	-	-
War	1000	500	Donkey	-	-
Warrior's Theme	1000	500	Chic	-	-



BATTLE CHARACTERS

Tottaus is populated by a wide variety of beings, sentient and otherwise. And Jack must cut his way through a lot of them, from nigh-harmless bitty bugs to mammoth magical monstrosities.

This list does not include one-time Boss enemies, or the "kick duel/Common encounter" versions of characters you can recruit as Friends. Boss data appears throughout the Walkthrough as you encounter them, and potential Friends' duel data appears in the Recruits section.

Each character's resistance to the nine afflictions and instant-kill attacks is rated on a scale of A through D. See "Combat Basics" for an in-depth look at afflictions.

Every move an enemy can make is listed, even if the "move" has no effect whatsoever. Moves that hit multiple times with different ratings per strike are listed with each blow separate. Numbered lists of moves indicate a combo the characters follow when attacking, just like the combos you set for Jack.

Range: The distance the attack can reach across, rated "Long", "Mid" or "Short". Keep the enemy's range in mind when tackling them.

Arc: The width of the attack from the character's front, represented by degrees, up to a full circle of 360. The smaller the number, the narrower the focus of the attack is. Missile attacks have an Arc of 0 since they are aimed at a specific target.

Power: The power of the attack in relation to the character's Strength rating.

Parry: The attack's vulnerability to counter-Hits after a guarding Parry. The higher the percentage, the further the character is pushed back should you Parry the blow.

Note: Some moves do more than deal damage. If an attack also has an added affliction, it's listed here along with the strength of the affliction (see "Combat Basics"). Also includes knock back, launch, and multi-hit effects, among others.



APPRENTICE A

LV	HP	STR	DEF	EVA	LCK
20	236	88	73	92	71

ELE	POI	PAR	BLD	BND	FRZ
Water	D	D	D	D	A

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
297	77	Book of Magic (1%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Cold Arrow	Water	Long	0	1.3	0.5	Down-Hit, Freeze (1.0)



APPRENTICE B

LV	HP	STR	DEF	EVA	LCK
30	376	110	116	142	102

ELE	POI	PAR	BLD	BND	FRZ
Water	D	D	D	D	A

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
761	177	Book of Magic (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Cold Arrow	Water	Long	0	1.3	0.5	Down-Hit, Freeze (1.0)



AQUA CELL

LV	HP	STR	DEF	EVA	LCK
35	1400	220	0	190	0

ELE	POI	PAR	BLD	BND	FRZ
Water	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
D	A	A	A	B

EXP	DAGOLS	DROPPED ITEMS
2400	480	Heating Tablet (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Freeze Sword	Water	Long	0	0.7	0.5	Freeze (1.0)
Snowstorm	Water	Long	0	0.3	0.5	1-5 Hits, Freeze (1.5)



BIG JAWS

LV	HP	STR	DEF	EVA	LCK
8	160	58	35	63	76

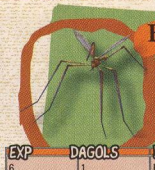
ELE	POI	PAR	BLD	BND	FRZ
None	A	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
57	188	Cure Drop (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	60	1.2	0.5	Poison (1.0)
Tail Attack	None	Short	160	1.0	1.0	-

BIRDCAGE INSECT



LV	HP	STR	DEF	EVA	LCK
2	41	9	12	27	33

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
6	1	Bell Amulet (1%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Body Blow	None	Short	90	1.0	0.0	-
Body Blow Leap	None	Short	360	-	0.0	Ignore Parry, Cling & HP Drain w/ Movement

BLACK TIGER



LV	HP	STR	DEF	EVA	LCK
52	1146	316	153	171	144

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	C

EXP	DAGOLS	DROPPED ITEMS
3507	330	Holy Water, Dragon Lair Cave Record (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	60	1.0	0.5	Break Parry
Curse Breath	None	Long	90	0.6	0.5	Curse (1.5)

BITTY ANT



LV	HP	STR	DEF	EVA	LCK
1	18	24	12	22	43

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
4	2	N/A

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	90	0.7	0.0	Cling to Target, HP Drain
Bite Leap	None	Short	360	-	0.0	Ignore Parry, HP Drain

BLAUNIBEL



LV	HP	STR	DEF	EVA	LCK
13	483	70	51	32	52

ELE	POI	PAR	BLD	BND	FRZ
Earth	B	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
135	84	Startle Powder (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Horn Charge	None	Short	90	1.0	1.3	Break Parry
Horn Thrust	None	Short	90	1.2	1.0	Launch
Horn Sweep	None	Short	200	0.9	1.0	1~2 Hits
Trample	None	Middle	90	1.3	0.5	Down-Hit

BITTY HOPPER



LV	HP	STR	DEF	EVA	LCK
3	55	23	18	77	53

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
10	4	N/A

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Grasp	None	Short	90	1.0	0.0	-
Grasp Leap	None	Short	360	-	0.0	Ignore Parry, Cling & HP Drain w/ Movement

BLOOD ORC A



LV	HP	STR	DEF	EVA	LCK
29	1213	185	75	98	114

ELE	POI	PAR	BLD	BND	FRZ
Fire	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
A	D	A	B	C

EXP	DAGOLS	DROPPED ITEMS
893	900	Blood Orc's Horn(15%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Fire Punch	Fire	Mid	40	1.0	1.3	Blaze (1.0), Knock Back
Fire Kick	Fire	Short	40	1.0	1.0	Blaze (1.0)
Body Blaze	None	Short	360	1.3	1.0	Knock Back

BLACK GOBLIN



LV	HP	STR	DEF	EVA	LCK
26	1235	130	76	211	185

ELE	POI	PAR	BLD	BND	FRZ
None	B	D	B	D	D

BLZ	CON	CUR	PET	DTH
D	A	D	D	B

EXP	DAGOLS	DROPPED ITEMS
554	25	Moon Stone Chip (1%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Head Strike	Earth	Mid	90	1.0	1.0	-
Jump Strike	Earth	Mid	40	1.2	0.5	-

BLOOD ORC B



LV	HP	STR	DEF	EVA	LCK
30	1514	65	35	58	65

ELE	POI	PAR	BLD	BND	FRZ
Fire	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	C

EXP	DAGOLS	DROPPED ITEMS
946	870	Cooling Spray (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Fire Punch	Fire	Mid	40	1.0	1.3	Blaze (1.0), Knock Back
Fire Kick	Fire	Short	40	1.0	1.0	Blaze (1.0)
Body Blaze	None	Short	360	1.3	1.0	Knock Back

BLOOD ORC C



LV	HP	STR	DEF	EVA	LCK
30	1354	200	93	78	102

ELE	POI	PAR	BLD	BND	FRZ
Fire	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
A	D	A	B	C

EXP	DAGOLS	DROPPED ITEMS
946	135	Blood Orc's Horn (10%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Slice Down	Fire	Mid	40	1.0	1.0	-
Side Slice	Fire	Mid	200	1.0	1.0	Knock Back

BONE GOBLIN



LV	HP	STR	DEF	EVA	LCK
17	202	105	81	0	55

ELE	POI	PAR	BLD	BND	FRZ
None	D	A	A	A	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
75	42	Holy Water (1%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bone Swing	None	Short	40	1.2	0.5	-
Side Swing	None	Short	200	1.0	0.5	-

BLOOD ORC RIDER (MOUNTED)



LV	HP	STR	DEF	EVA	LCK
30	1354	200	93	78	102

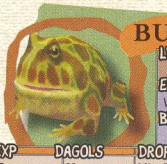
ELE	POI	PAR	BLD	BND	FRZ
Fire	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
A	D	A	B	C

EXP	DAGOLS	DROPPED ITEMS
946	135	Blood Orc's Horn (10%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Charge	Fire	Short	90	1.0	1.3	Break Guard
Snowstorm	Fire	Short	40	0.8	1.0	Launch

BUBBLE FROGGER



LV	HP	STR	DEF	EVA	LCK
13	138	49	18	37	81

ELE	POI	PAR	BLD	BND	FRZ
Water	D	D	D	D	B

BLZ	CON	CUR	PET	DTH
D	A	D	D	C

EXP	DAGOLS	DROPPED ITEMS
85	26	Mint Drop (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bubble	None	Short	90	0.2	0.5	1–3 Hits, Confuse (1.0)
Bite	None	Short	90	1.0	0.5	-

BLOOD ORC RIDER (DISMOUNTED)



LV	HP	STR	DEF	EVA	LCK
32	856	190	114	55	113

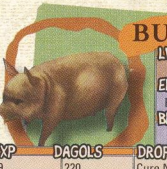
ELE	POI	PAR	BLD	BND	FRZ
Fire	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
A	D	A	B	C

EXP	DAGOLS	DROPPED ITEMS
1056	370	Blood Orc's Horn (10%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Charge	Fire	Short	90	1.0	1.3	Break Guard
Horn Thrust	Fire	Short	40	0.8	1.0	Launch

BUBU



LV	HP	STR	DEF	EVA	LCK
5	130	37	19	35	69

ELE	POI	PAR	BLD	BND	FRZ
Earth	B	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
29	220	Cure Needle (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Charge	None	Short	60	1.0	1.3	Break Parry
Sneeze	None	Short	40	0.2	0.5	Paralyze (1.5)
Lay Down	-	-	-	-	-	

BLOOD ORC D



LV	HP	STR	DEF	EVA	LCK
32	856	190	114	55	113

ELE	POI	PAR	BLD	BND	FRZ
Fire	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
A	D	A	B	C

EXP	DAGOLS	DROPPED ITEMS
1056	370	Blood Orc's Horn (10%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Slice Down	Fire	Mid	40	1.0	1.0	-
Side Slice	Fire	Mid	200	1.0	1.0	Knock Back

BURGLAR (A)



LV	HP	STR	DEF	EVA	LCK
4	123	45	38	57	13

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	A	A	A	B

EXP	DAGOLS	DROPPED ITEMS
37	13	Cure Needle (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Slash	None	Short	90	1.0	1.0	-
Knife Throw	None	Long	0	0.9	1.0	-
Rob	None	Short	60	0.2	0.0	Steal item (2.0)
Para-Chemical Throw	None	Long	0	0.3	0.5	Paralyze (1.0)



BURGLAR (B)

LV	HP	STR	DEF	EVA	LCK
28	401	125	109	162	22

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
668	113	Cure Needle (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Slash	None	Short	90	1.0	1.0	-
Knife Throw	None	Long	0	0.9	1.0	-
Rob	None	Short	60	0.2	0.0	Steal item (2.0)
Para-Chemical Throw	None	Long	0	0.3	0.5	Paralyze (1.0)



CRUNCHY SHELL

LV	HP	STR	DEF	EVA	LCK
16	223	99	111	36	53

ELE	POI	PAR	BLD	BND	FRZ
Water	D	D	D	D	B

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
397	14	Recovery Ball (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	60	1.0	0.5	1~2 Hits



CARNIVORAT

LV	HP	STR	DEF	EVA	LCK
2	29	27	15	32	42

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
7	5	Mint Drop (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	60	1.0	0.5	-



CRYSTARIA

LV	HP	STR	DEF	EVA	LCK
55	1888	350	323	82	302

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	A

EXP	DAGOLS	DROPPED ITEMS
6240	510	Ore Armor, Shrine of Fray Record (2%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Slice	None	Long	40	1.0	1.0	Break Parry
Crystal Crush	None	Long	0	0.8	1.0	Launch, 3 spires
Wide Blow	None	Long	120	1.0	1.3	Knock Back



COLOSSALIZARD

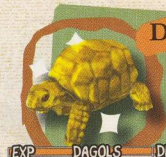
LV	HP	STR	DEF	EVA	LCK
11	169	57	32	63	41

ELE	POI	PAR	BLD	BND	FRZ
None	B	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
100	36	Toadstool Powder (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Body Blow	None	Short	60	1.0	1.0	-
Bite	None	Short	60	1.0	0.5	-



DAGOL TORTOISE

LV	HP	STR	DEF	EVA	LCK
28	288	88	258	28	88

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	A

EXP	DAGOLS	DROPPED ITEMS
1	8888	VIP Badge (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	90	1.0	0.5	-
Spin Attack	None	Short	360	1.2	1.0	1~4 Hits, Knock Back



CROCOGATOR

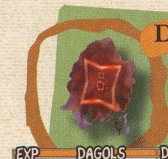
LV	HP	STR	DEF	EVA	LCK
19	1020	95	93	61	78

ELE	POI	PAR	BLD	BND	FRZ
Water	C	D	D	D	B

BLZ	CON	CUR	PET	DTH
D	D	C	C	A

EXP	DAGOLS	DROPPED ITEMS
980	5	Herb Extract DX (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	60	1.0	0.5	-
Tail Attack	None	Long	120	1.3	1.0	-



DARK CELL

LV	HP	STR	DEF	EVA	LCK
38	1400	240	0	240	0

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	B

EXP	DAGOLS	DROPPED ITEMS
3200	798	Mass of Emnity

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Darkness Jail	None	Long	0	0.3	0.5	1~6 Hits, Ignore Parry
Darkness Crunch	None	Long	360	1.0	1.0	Knock Back



DARK ELF

LV	HP	STR	DEF	EVA	LCK
28	1249	151	90	106	109

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	B

EXP	DAGOLS	DROPPED ITEMS
743	380	Sage (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Fireball	Fire	Long	0	1.2	0.5	Blaze (1.0)
Healing	-	-	-	-	-	Recover 20% Max HP



DARKSOUL

LV	HP	STR	DEF	EVA	LCK
21	298	97	22	208	66

ELE	POI	PAR	BLD	BND	FRZ
None	C	C	B	A	A

BLZ	CON	CUR	PET	DTH
A	C	A	B	B

EXP	DAGOLS	DROPPED ITEMS
106	49	Mass of Enmity (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	90	1.0	0.5	-
Black Fire	None	Long	0	1.0	0.5	-



DEATHCLOVER

LV	HP	STR	DEF	EVA	LCK
9	107	44	22	75	16

ELE	POI	PAR	BLD	BND	FRZ
Wind	A	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	A	D	D	C

EXP	DAGOLS	DROPPED ITEMS
70	32	Cure Drop (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Dust Spray	None	Short	0	0.1	0.0	Poison (0.9), Confuse (0.9)



EARTH CELL (COMMON)

LV	HP	STR	DEF	EVA	LCK
36	800	220	60	190	0

ELE	POI	PAR	BLD	BND	FRZ
None	A	D	A	D	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	B

EXP	DAGOLS	DROPPED ITEMS
2600	487	Toadstool Powder (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Earth Grave	Earth	Long	0	0.8	1.0	-
Huge Stone	Earth	Long	0	0.7	1.0	1~3 Hits, Ignore Parry



FEMALE KNIGHT A

LV	HP	STR	DEF	EVA	LCK
7	133	48	32	38	30

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
45	31	Herb Extract (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Neck Strike	None	Mid	90	0.8	1.0	-
Stab	None	Mid	40	1.0	0.5	-
Low Sweep	None	Mid	200	0.9	0.5	Knock Back



FEMALE KNIGHT B

LV	HP	STR	DEF	EVA	LCK
28	280	132	110	96	76

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
668	131	Herb Extract (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Neck Strike	None	Mid	90	0.8	1.0	-
Stab	None	Mid	40	1.0	0.5	-
Low Sweep	None	Mid	200	0.9	0.5	Knock Back



FEMALE KNIGHT C

LV	HP	STR	DEF	EVA	LCK
35	858	154	143	125	92

ELE	POI	PAR	BLD	BND	FRZ
None	C	C	C	C	C

BLZ	CON	CUR	PET	DTH
C	C	C	C	C

EXP	DAGOLS	DROPPED ITEMS
743	231	Knight Saber (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Neck Strike	None	Mid	90	0.8	1.0	-
Stab	None	Mid	40	1.0	0.5	-
Low Sweep	None	Mid	200	0.9	0.5	Knock Back



FIRE CELL

LV	HP	STR	DEF	EVA	LCK
36	1000	200	0	190	0

ELE	POI	PAR	BLD	BND	FRZ
Fire	A	A	A	A	D

BLZ	CON	CUR	PET	DTH
A	A	A	A	B

EXP	DAGOLS	DROPPED ITEMS
2400	360	Cooling Spray

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Fireball	Fire	Long	0	0.8	0.5	8 fireballs, Blaze (1.0)
Explosion	Fire	Long	0	0.3	0.5	1~2 Hits, Blaze (1.0), Down-Hit

FLAME ANT



LV	HP	STR	DEF	EVA	LCK
31	355	118	58	138	136

ELE	POI	PAR	BLD	BND	FRZ
Fire	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
A	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
514	4	Cooling Spray (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	60	1.0	0.5	-
Fireball	None	Long	0	0.9	1.0	Blaze (1.5)

GIGA ANT



LV	HP	STR	DEF	EVA	LCK
4	46	38	21	28	34

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
17	4	Herb Extract (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	60	1.0	0.5	-
Spit	None	Long	0	0.9	0.5	-

FLAME LIZARD



LV	HP	STR	DEF	EVA	LCK
32	392	125	56	120	102

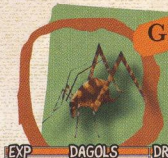
ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	D

EXP	DAGOLS	DROPPED ITEMS
594	57	Cooling Spray (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	90	1.0	0.0	-
Fire Breath	Fire	Short	90	0.6	0.5	Blaze (1.0)

GIGA HOPPER



LV	HP	STR	DEF	EVA	LCK
9	109	60	34	77	82

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
70	15	Cure Needle (1%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Jumping Body Blow	None	Short	90	1.0	0.5	-

FLASH CELL



LV	HP	STR	DEF	EVA	LCK
38	1200	240	0	240	0

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	B

EXP	DAGOLS	DROPPED ITEMS
3200	982	Celestial Nectar

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Light Cage	None	Long	0	1.0	0.5	-
Chaos Cutter	None	Long	0	1.0	1.0	1–3 Hits, Ignore Parry

GOBBLEHOPE IX (COMMON)



LV	HP	STR	DEF	EVA	LCK
30	1650	151	50	255	123

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Nine Lives	★★★★★	A	A	A	A	A

EXP	DAGOLS	DROPPED ITEMS
650	10	Flee Ball, Mystery Berry

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Lightning Bolt	Wind	Mid	0	1.5	0.0	-
Goblin Resurrection	-	-	-	-	-	Summon Bone Goblin
Fade	-	-	-	-	-	Warp across the room

FLASH MONKEY



LV	HP	STR	DEF	EVA	LCK
5	123	35	29	81	67

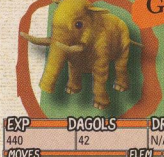
ELE	POI	PAR	BLD	BND	FRZ
None	C	B	A	D	D

BLZ	CON	CUR	PET	DTH
D	C	D	D	C

EXP	DAGOLS	DROPPED ITEMS
25	22	Eye Drops (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Paw Rake	None	Short	60	1.0	1.0	-
Rock Toss	None	Long	0	0.8	0.5	-
Steal	None	Short	60	0.2	0.0	Steal Item (1.5)
Flash	None	Short	90	0.3	0.5	Blind (1.5)

GOBLIN ELEFANT



LV	HP	STR	DEF	EVA	LCK
23	476	94	52	63	126

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
440	42	N/A

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Tusk Charge	None	Short	60	1.0	1.3	Break Parry
Jump & Trample	None	Short	90	1.3	0.5	-
Trunk Attack	None	Short	200	1.0	1.0	1–2

GOBPAKKEN



LV	HP	STR	DEF	EVA	LCK
7	126	49	50	35	33
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
Earth	B	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	A	D	D	C	

EXP	DAGOLS	DROPPED ITEMS
45	59	Gobpakken Seed (20%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	90	1.0	0.5	-
Seed Expulse	None	Long	0	0.1	0.1	1–12 Hits
Sweet Breeze	None	Mid	90	0.5	0.5	1–2 Hits, Paralyze (1.0), Confuse (1.0)

GREEN GOLBIN



LV	HP	STR	DEF	EVA	LCK
25	1157	128	86	245	132
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	B	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	D	C	

EXP	DAGOLS	DROPPED ITEMS
514	3	Panic Powder (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Diagonal Swing	None	Mid	90	1.0	1.0	-
Challenge	-	-	-	-	-	-

GREEN ORC A



LV	HP	STR	DEF	EVA	LCK
25	1168	133	68	56	88
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	D	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	B	D	C	

EXP	DAGOLS	DROPPED ITEMS
514	620	Herb Extract S (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Right Swing	None	Short	120	1.0	1.0	Knock Back
Left Swing	None	Short	120	1.0	1.0	Knock Back

GREEN ORC B



LV	HP	STR	DEF	EVA	LCK
26	1081	147	55	56	74
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	D	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
A	D	B	D	C	

EXP	DAGOLS	DROPPED ITEMS
554	578	Herb Extract S (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Chain Attack	None	Long	200	1.1	1.0	-

GREEN ORC RIDER



LV	HP	STR	DEF	EVA	LCK
29	759	147	77	36	85
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	D	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
A	D	B	D	C	

EXP	DAGOLS	DROPPED ITEMS
793	815	Herb Extract S (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Attack	None	Long	200	1.0	1.0	1–2 Hits
Charge	None	Short	90	1.0	1.3	Break Parry

GREEN ORC C



LV	HP	STR	DEF	EVA	LCK
27	1251	165	68	96	130
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	D	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	B	D	C	

EXP	DAGOLS	DROPPED ITEMS
594	538	Herb Extract S (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Orc Punch	None	Short	50	1.2	1.3	Knock Back
Kick	None	Short	50	1.0	1.0	-

GREEN ORC D



LV	HP	STR	DEF	EVA	LCK
31	1528	185	87	114	142
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	D	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	B	D	C	

EXP	DAGOLS	DROPPED ITEMS
594	538	Herb Extract S (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Orc Punch	None	Short	50	1.2	1.3	Knock Back
Kick	None	Short	50	1.0	1.0	-

GREEN ORC E



LV	HP	STR	DEF	EVA	LCK
41	1687	283	138	145	154
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	B	B	B	B	B
BLZ	**CON**	**CUR**	**PET**	**DTH**	
B	B	B	B	C	

EXP	DAGOLS	DROPPED ITEMS
2800	620	Herb Extract S (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Right Swing	None	Short	120	1.0	1.0	Knock Back
Left Swing	None	Short	120	1.0	1.0	Knock Back

GRIM REAPER



LV	HP	STR	DEF	EVA	LCK
26	651	159	52	93	66
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	C	C	B	A	A
BLZ	**CON**	**CUR**	**PET**	**DTH**	
A	C	A	C	B	

EXP	DAGOLS	DROPPED ITEMS
554	54	Herb Extract (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Neck Slice	None	Long	200	1.0	1.0	Freeze (1.0)
Slice	None	Mid	40	1.2	0.5	-
Chatter	-	-	-	-	-	-

HELLRAISER



LV	HP	STR	DEF	EVA	LCK
30	999	112	97	166	132
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	B	C	A	A	A
BLZ	**CON**	**CUR**	**PET**	**DTH**	
A	C	A	A	A	

EXP	DAGOLS	DROPPED ITEMS
1246	291	Holy Water (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Trap	None	Short	40	1.0	1.0	Break Parry
Spell Blade	None	Long	90	1.3	0.5	-
Darkness Breath	None	Long	90	0.4	0.5	Curse (1.0)
Summon	-	-	-	-	-	Summon 1 Darksoul

HEAVY GUARDSMAN A

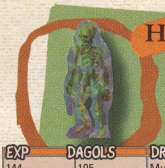


LV	HP	STR	DEF	EVA	LCK
6	101	43	44	9	50
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	D	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	D	C	

EXP	DAGOLS	DROPPED ITEMS
34	27	Book of Energy (1%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Downward Blow	None	Mid	40	0.8	0.5	-
Mow Down Swing	None	Mid	200	0.8	1.0	-
Stab	None	Mid	40	1.0	0.5	-
Call	-	-	-	-	-	Summon 1 Heavy Guardsman A

HEMUD



LV	HP	STR	DEF	EVA	LCK
18	233	101	95	17	0
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
Water	B	A	A	A	B
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	B	C	

EXP	DAGOLS	DROPPED ITEMS
144	105	Mud Powder (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Chatter	-	-	-	-	-	-
Mud Bat	None	Short	40	1.0	0.5	-

HEAVY GUARDSMAN B



LV	HP	STR	DEF	EVA	LCK
27	258	143	123	33	55
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	D	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	D	C	

EXP	DAGOLS	DROPPED ITEMS
435	27	Book of Energy (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Downward Blow	None	Mid	40	0.8	0.5	-
Mow Down Swing	None	Mid	200	0.8	1.0	-
Stab	None	Mid	40	1.0	0.5	-
Call	-	-	-	-	-	Summon 1 Heavy Guardsman B

HOLLYWOODY



LV	HP	STR	DEF	EVA	LCK
35	701	132	81	51	81
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
Earth	A	C	C	C	C
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	C	C	C	C	

EXP	DAGOLS	DROPPED ITEMS
833	138	Cure Needle (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Strike	None	Mid	40	1.0	1.0	Breaks Parry
Cactus Bloom	None	Mid	0	0.8	1.0	Launch, 3 Spikes
Cactus Needle	None	Long	90	1.0	1.3	Knock Back

HEAVY GUARDSMAN C

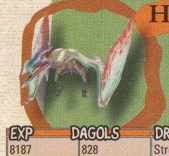


LV	HP	STR	DEF	EVA	LCK
32	660	158	147	76	97
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	C	C	C	C	C
BLZ	**CON**	**CUR**	**PET**	**DTH**	
C	C	C	C	C	

EXP	DAGOLS	DROPPED ITEMS
638	253	Book of Energy (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Downward Blow	None	Mid	40	0.8	0.5	-
Mow Down Swing	None	Mid	200	0.8	1.0	-
Stab	None	Mid	40	1.0	0.5	-
Call	-	-	-	-	-	Summon 1 Heavy Guardsman A

HOLY QUETZAL



LV	HP	STR	DEF	EVA	LCK
62	4500	332	187	122	255
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	A	A	A	A	A
BLZ	**CON**	**CUR**	**PET**	**DTH**	
A	A	A	A	B	

EXP	DAGOLS	DROPPED ITEMS
8187	828	Strength Berry, Muramasa (2%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Stab-Thrust	None	Mid	40	1.0	0.5	1–2 Hits
Shockwave	None	Long	0	1.0	1.0	1–6 Hits, Knock Back
Petrifying Breath	Earth	Long	90	0.6	0.5	Petrify (1.5)



HUNTERWOLF

LV	HP	STR	DEF	EVA	LCK
8	194	45	28	45	38

ELE	POI	PAR	BLD	BND	FRZ
Earth	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
67	33	Moon Stone Chip (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	60	1.0	0.5	-
Howl	-	-	-	-	-	Summon 1 Hunter Wolf



KILLER QUEEN

LV	HP	STR	DEF	EVA	LCK
40	1028	92	160	111	100

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	A

EXP	DAGOLS	DROPPED ITEMS
3055	1000	Strength Berry, Defense Berry, Evasion Berry, Luck Berry, Life Berry (all 100%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Ant Swarm	None	Long	0	0.3	0.0	1~11 Hits, Ignores Parry
Royal Jelly	-	-	-	-	-	Recover 30% Max HP



ICEBURG

LV	HP	STR	DEF	EVA	LCK
25	255	123	152	92	95

ELE	POI	PAR	BLD	BND	FRZ
Water	C	C	D	D	A

BLZ	CON	CUR	PET	DTH
D	D	D	C	C

EXP	DAGOLS	DROPPED ITEMS
514	152	Heating Tablet (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	60	0.9	0.5	Hit 1 of 2
Bite	None	Short	60	1.0	0.5	Hit 2 of 2
Snowstorm	Water	Mid	90	0.3	0.5	Freeze (1.5)



LIGHT ELF A

LV	HP	STR	DEF	EVA	LCK
30	1130	145	78	167	130

ELE	POI	PAR	BLD	BND	FRZ
Wind	A	D	D	D	D

BLZ	CON	CUR	PET	DTH
A	A	D	D	B

EXP	DAGOLS	DROPPED ITEMS
846	240	Moon Stone (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Healing	-	Long	-	-	-	Recover 20% Max HP
Leaf Barrier	Earth	Short	360	0.8	1.5	1~2 Hits
Light Power	None	Long	0	1.3	0.5	-



ICE LIZARD

LV	HP	STR	DEF	EVA	LCK
26	302	105	68	102	85

ELE	POI	PAR	BLD	BND	FRZ
Water	D	D	D	D	A

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
554	63	Heating Tablet (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	60	1.0	1.0	-
Water Breath	None	Short	60	1.1	0.5	-
Body Blow	Water	Short	90	0.7	0.5	Freeze (1.5)



LIGHT ELF B

LV	HP	STR	DEF	EVA	LCK
39	1530	265	98	192	143

ELE	POI	PAR	BLD	BND	FRZ
Wind	A	C	C	C	C

BLZ	CON	CUR	PET	DTH
A	A	C	C	B

EXP	DAGOLS	DROPPED ITEMS
846	240	Moon Stone (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Healing	-	-	-	-	-	Recover 20% Max HP
Leaf Barrier	Earth	Short	360	0.8	1.5	1~2 Hits
Light Power	None	Long	0	1.3	0.5	-



IVORY GOAT

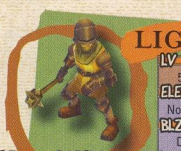
LV	HP	STR	DEF	EVA	LCK
13	205	69	28	78	69

ELE	POI	PAR	BLD	BND	FRZ
Earth	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
57	35	Mustard Powder (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Horn Thrust	None	Short	60	1.0	1.0	Launch
Back-Kick	None	Short	60	1.2	1.0	-
Charge	None	Short	60	1.0	1.3	Knock Back
Lay Down	-	-	-	-	-	-



LIGHT GUARDSMAN A

LV	HP	STR	DEF	EVA	LCK
5	116	38	21	29	44

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
25	26	Book of Support (1%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bash	None	Mid	50	1.0	1.0	-
Payback	None	Mid	120	0.8	1.3	-
Call	-	-	-	-	-	Summon 1 Light Guardsman A

LIGHT GUARDSMAN B



LV	HP	STR	DEF	EVA	LCK
26	285	127	113	112	66

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
399	26	Book of Support (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bash	None	Mid	50	1.0	1.0	-
Payback	None	Mid	120	0.8	1.3	-
Call	-	-	-	-	-	Summon 1 Light Guardsman B

MALE KNIGHT B



LV	HP	STR	DEF	EVA	LCK
29	301	143	115	74	63

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
712	124	Herb Extract (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Neck Strike	None	Mid	90	0.8	1.0	-
Stab	None	Mid	40	1.0	0.5	-
Low Sweep	None	Mid	200	0.9	0.5	Knock Back

LITTLE OILY



LV	HP	STR	DEF	EVA	LCK
1	58	25	20	68	55

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
0	1	N/A

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Grasp	None	Short	90	1.0	0.0	-
Grasp Leap	None	Short	360	-	0.0	Ignore Parry, Cling & HP Drain w/ Movement

MALE KNIGHT C



LV	HP	STR	DEF	EVA	LCK
36	880	164	155	116	95

ELE	POI	PAR	BLD	BND	FRZ
None	C	C	C	C	C

BLZ	CON	CUR	PET	DTH
C	C	C	C	C

EXP	DAGOLS	DROPPED ITEMS
793	224	Night Saber (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Neck Strike	None	Mid	90	0.8	1.0	-
Stab	None	Mid	40	1.0	0.5	-
Low Sweep	None	Mid	200	0.9	0.5	Knock Back

LIVING TOTEM



LV	HP	STR	DEF	EVA	LCK
32	1226	147	168	102	111

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	B

EXP	DAGOLS	DROPPED ITEMS
965	480	Recovery Ball (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Totem Breath	Wind	Long	90	0.6	1.0	1~3 Hits, Bind (1.0)
Totem Attack	None	Long	360	0.8	1.0	1~2 Hits
Totem Break	None	Long	0	1.0	1.0	-

MATANGO



LV	HP	STR	DEF	EVA	LCK
28	282	116	95	146	222

ELE	POI	PAR	BLD	BND	FRZ
Earth	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	A	D	D	C

EXP	DAGOLS	DROPPED ITEMS
354	19	Matango Larva (20%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Double Hook	None	Short	60	0.8	1.0	1~2 Hits
Panic Spin	None	Short	360	0.3	0.5	1~2 Hits, Confuse (1.0)
Strong Blow	None	Short	90	1.0	1.0	Knock Back

MALE KNIGHT A



LV	HP	STR	DEF	EVA	LCK
8	145	50	38	31	30

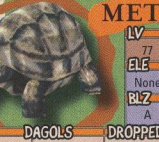
ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
57	24	Herb Extract (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Neck Strike	None	Mid	90	0.8	1.0	-
Stab	None	Mid	40	1.0	0.5	-
Low Sweep	None	Mid	200	0.9	0.5	Knock Back

METAL TORTOISE



LV	HP	STR	DEF	EVA	LCK
77	377	77	577	377	277

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	B

EXP	DAGOLS	DROPPED ITEMS
30580	128	Revival Stone Chip (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	90	1.0	0.5	-
Spin Attack	None	Short	360	1.2	1.0	1~4 Hits, Knock Back
Escape	-	-	-	-	-	Run from battle

MILITARAT



LV	HP	STR	DEF	EVA	LCK
7	42	38	22	53	42

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	A	D	C

EXP	DAGOLS	DROPPED ITEMS
45	8	Herb Extract (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	60	1.0	0.5	-
Colleague Call	-	-	-	-	0.5	Summon 2 Militarats

MUD DILE



LV	HP	STR	DEF	EVA	LCK
29	1360	138	68	46	72

ELE	POI	PAR	BLD	BND	FRZ
Water	B	A	A	A	B

BLZ	CON	CUR	PET	DTH
D	D	D	A	C

EXP	DAGOLS	DROPPED ITEMS
993	790	Flexibility Lotion (10%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	60	1.0	0.5	-
Bone Needle	None	Long	0	0.8	1.0	-
Petrify Mist	None	Long	90	0.4	0.5	1–2 Hits, Petrify (1.0)

MIST FROGGER



LV	HP	STR	DEF	EVA	LCK
24	204	64	22	58	101

ELE	POI	PAR	BLD	BND	FRZ
Water	D	D	D	A	B

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
206	57	Bell Amulet (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Red Mist	None	Short	90	0.2	0.5	1–2 Hits, Bind (1.0)
Bite	None	Short	90	1.0	0.5	-

MUD FIGHTER



LV	HP	STR	DEF	EVA	LCK
21	259	103	97	17	0

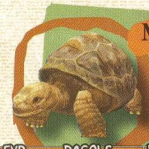
ELE	POI	PAR	BLD	BND	FRZ
Water	B	A	A	A	B

BLZ	CON	CUR	PET	DTH
D	D	D	B	C

EXP	DAGOLS	DROPPED ITEMS
228	42	Mud Powder (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Chatter	-	-	-	-	-	-
Broken Sword Swing	None	Short	90	1.0	0.5	-

MOUNT TORTOISE



LV	HP	STR	DEF	EVA	LCK
39	3371	205	226	8	190

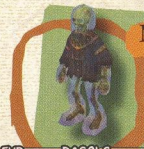
ELE	POI	PAR	BLD	BND	FRZ
None	A	B	B	B	B

BLZ	CON	CUR	PET	DTH
B	B	B	B	C

EXP	DAGOLS	DROPPED ITEMS
5500	687	Herb Extract MAX (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Jaw Attack	None	Short	90	1.2	1.0	-
Forefoot Trample	None	Short	360	1.0	0.5	Knock Down

MUD MAGE



LV	HP	STR	DEF	EVA	LCK
20	216	99	90	17	0

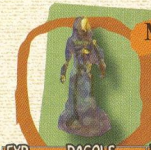
ELE	POI	PAR	BLD	BND	FRZ
Water	B	A	A	A	B

BLZ	CON	CUR	PET	DTH
D	D	D	B	C

EXP	DAGOLS	DROPPED ITEMS
197	58	Eye Drops (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Chatter	-	-	-	-	-	-
Mucilage	None	Long	0	0.4	0.5	Blind (1.0)

MUD BONE



LV	HP	STR	DEF	EVA	LCK
21	200	110	69	17	0

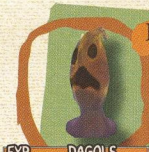
ELE	POI	PAR	BLD	BND	FRZ
Water	B	A	A	A	B

BLZ	CON	CUR	PET	DTH
D	D	D	B	C

EXP	DAGOLS	DROPPED ITEMS
225	80	Mud Powder (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Chatter	-	-	-	-	-	-
Strike	None	Short	200	1.0	0.5	-

MUD PAWN



LV	HP	STR	DEF	EVA	LCK
16	190	84	36	92	0

ELE	POI	PAR	BLD	BND	FRZ
Water	B	A	A	A	B

BLZ	CON	CUR	PET	DTH
D	D	D	B	C

EXP	DAGOLS	DROPPED ITEMS
67	72	Cure Needle (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Body Strike	None	Short	60	1.0	0.5	-
Mud Spit	None	Long	0	0.2	0.5	Paralyze (1.0)
Melt	-	-	-	-	-	-

POISONOUS LIZARD



LV	HP	STR	DEF	EVA	LCK
23	238	93	62	88	99
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
Earth	A	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
C	D	D	D	C	

EXP	DAGOLS	DROPPED ITEMS
440	59	Cure Drop (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Body Blow	None	Short	60	1.0	1.0	Poison (1.0)
Bite	None	Short	60	1.1	0.5	Poison (1.0)

PHANTOM



LV	HP	STR	DEF	EVA	LCK
19	196	81	85	158	75
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	C	C	C	C	A
BLZ	**CON**	**CUR**	**PET**	**DTH**	
A	C	A	C	C	

EXP	DAGOLS	DROPPED ITEMS
270	3	Holy Water (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Wide Flame	Fire	Long	901	0.7	1.0	1–2 Hits
Curse Embrace	None	Short	60	0.7	0.0	Curse (1.0), Cling to Target
Curse Snare	None	Short	360	0.1	0.0	Curse (1.0), Ignore Parry
Cold Arrow	Water	Long	0	1.0	1.0	Knock Back
Healing	-	-	-	-	-	Recover 30% Max HP

OGRE



LV	HP	STR	DEF	EVA	LCK
58	8100	485	335	103	399
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
Fire	B	B	B	B	B
BLZ	**CON**	**CUR**	**PET**	**DTH**	
A	B	B	B	A	

EXP	DAGOLS	DROPPED ITEMS
4800	1502	Mystery Berry, Fall Smasher (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Slice	None	Long	50	1.5	1.0	Break Parry, Knock Back
Claw Hook	None	Long	120	1.2	1.3	Break Parry, Knock Back
Earth Strike	Earth	Long	0	1.0	1.0	1–2 Hits, Knock Back
Fire Breath	Fire	Long	90	0.6	0.5	1–3 Hits, Blaze (2.0), Down-Hit

POINTURA



LV	HP	STR	DEF	EVA	LCK
9	185	56	35	34	88
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
Earth	A	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	C	C	

EXP	DAGOLS	DROPPED ITEMS
70	26	Pointura's Thread (20%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Spider Net	None	Long	90	0.7	0.5	Paralyze (1.0)
Poison Mist	Earth	Short	90	0.5	0.5	1–6 Hits, Poison (1.0)
Bite	None	Short	60	1.0	1.0	Poison (1.0)

OILY BUG



LV	HP	STR	DEF	EVA	LCK
16	116	49	25	67	52
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	D	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	D	C	

EXP	DAGOLS	DROPPED ITEMS
197	44	Holy Water (1%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Jumping Body Blow	None	Short	90	1.0	0.5	-

RIPPLE BAT



LV	HP	STR	DEF	EVA	LCK
4	54	32	10	34	46
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	D	B	D	B	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	D	C	

EXP	DAGOLS	DROPPED ITEMS
22	12	Cure Needle (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	90	1.0	0.5	-
Sonic Wave	None	Mid	50	0.4	0.5	Paralyze (1.0), Bind (1.0)
Blood Drain	None	Short	90	0.8	0.0	Cling to Target
Blood Drain Leap	None	Short	360	-	0.0	Ignore Parry, HP Drain

PARARAT



LV	HP	STR	DEF	EVA	LCK
6	34	36	15	46	55
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	D	A	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	D	C	

EXP	DAGOLS	DROPPED ITEMS
34	4	Cure Needle (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Body Blow	None	Short	60	1.0	0.5	Paralyze (1.0)

ROBO DWARF B

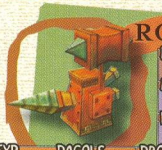


LV	HP	STR	DEF	EVA	LCK
3	120	40	35	19	55
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	A	A	A	A	A
BLZ	**CON**	**CUR**	**PET**	**DTH**	
A	A	A	A	C	

EXP	DAGOLS	DROPPED ITEMS
35	10	N/A

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bomb Toss	None	Long	0	1.2	1.0	-
Rock Toss	None	Long	0	1.0	0.5	-

ROBO DWARF R

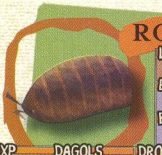


LV	HP	STR	DEF	EVA	LCK
3	110	42	25	27	67
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	A	A	A	A	A
BLZ	**CON**	**CUR**	**PET**	**DTH**	
A	A	A	A	C	

EXP	DAGOLS	DROPPED ITEMS
33	10	N/A

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Drill	None	Short	40	1.0	0.5	-
Hammer Arc	None	Short	40	1.1	0.5	-

ROLLY POLLY



LV	HP	STR	DEF	EVA	LCK
1	35	18	5	25	33
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	D	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	D	C	

EXP	DAGOLS	DROPPED ITEMS
5	2	N/A

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Rolling Attack	None	Short	90	1.0	0.5	-

ROUND KNIGHT A



LV	HP	STR	DEF	EVA	LCK
7	156	49	33	18	19
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	D	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	D	C	

EXP	DAGOLS	DROPPED ITEMS
45	31	Herb Extract (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Lumberjack Strike	None	Short	90	0.8	0.5	-
Low Strike	None	Short	200	1.0	0.5	Down-Hit

ROUND KNIGHT B



LV	HP	STR	DEF	EVA	LCK
8	161	53	36	19	20
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	D	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	D	C	

EXP	DAGOLS	DROPPED ITEMS
57	45	Herb Extract (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Lumberjack Strike	None	Short	90	0.8	0.5	-
Low Strike	None	Short	200	1.0	0.5	Down-Hit

ROUND KNIGHT C



LV	HP	STR	DEF	EVA	LCK
28	288	138	120	49	53
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	D	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	D	C	

EXP	DAGOLS	DROPPED ITEMS
666	131	Herb Extract (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Lumberjack Strike	None	Short	90	0.8	0.5	-
Low Strike	None	Short	200	1.0	0.5	Down-Hit

ROUND KNIGHT D



LV	HP	STR	DEF	EVA	LCK
29	290	140	122	52	57
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	D	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	D	C	

EXP	DAGOLS	DROPPED ITEMS
713	145	Herb Extract (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Lumberjack Strike	None	Short	90	0.8	0.5	-
Low Strike	None	Short	200	1.0	0.5	Down-Hit

ROUND KNIGHT E



LV	HP	STR	DEF	EVA	LCK
34	956	160	162	75	101
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	D	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	D	C	

EXP	DAGOLS	DROPPED ITEMS
743	231	Knight Axe (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Lumberjack Strike	None	Short	90	0.8	0.5	-
Low Strike	None	Short	200	1.0	0.5	Down-Hit

ROUND KNIGHT F



LV	HP	STR	DEF	EVA	LCK
35	1002	161	164	76	103
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	D	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	D	C	

EXP	DAGOLS	DROPPED ITEMS
793	245	Knight Axe (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Lumberjack Strike	None	Short	90	0.8	0.5	-
Low Strike	None	Short	200	1.0	0.5	Down-Hit

SHELL LIZARD



LV	HP	STR	DEF	EVA	LCK
24	150	93	239	26	75
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
Earth	C	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
576	34	Sage (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Rolling Attack	None	Short	90	1.0	1.0	1–2 Hits
Tail Attack	None	Short	120	0.5	0.5	-
Charge	None	Short	90	1.0	1.3	Knock Back

SKYPULSAR



LV	HP	STR	DEF	EVA	LCK
27	352	121	95	165	86
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	D	A	D	A	D
BLZ	**CON**	**CUR**	**PET**	**DTH**
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
594	82	Cure Needle (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Body Blow	None	Short	90	1.0	0.5	-
Whirlwind Cut	Wind	Long	0	0.9	1.0	-
Numbness Strike	None	Short	40	0.9	0.5	Paralyze (2.0)

SHEMUD



LV	HP	STR	DEF	EVA	LCK
19	228	90	86	17	0
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
Water	B	A	A	A	D
BLZ	**CON**	**CUR**	**PET**	**DTH**
D	D	D	B	C

EXP	DAGOLS	DROPPED ITEMS
170	74	Cure Drop (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Chatter	-	-	-	-	-	-
Strike	None	Short	120	1.0	0	Poison (1.0)

SMILODON ♀



LV	HP	STR	DEF	EVA	LCK
22	380	107	87	123	41
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
Earth	A	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**
D	D	C	D	C

EXP	DAGOLS	DROPPED ITEMS
354	115	Cement Powder (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Cat Kick	None	Short	60	0.5	1.0	-
Claw Rake	None	Short	90	1.0	1.3	1–2 Hits
Lay Down	-	-	-	-	-	-

SHRINE KNIGHT



LV	HP	STR	DEF	EVA	LCK
50	1000	328	270	133	190
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	A	D	A	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**
A	A	A	D	C

EXP	DAGOLS	DROPPED ITEMS
3022	201	Bind Saber, Distortion Corridor Record (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Crackdown	None	Long	40	1.2	0.5	Break Parry
Light Blast	None	Short	90	1.4	1.0	Knock Back
Fire Breath	Fire	Long	90	0.9	1.0	1–2 Hits, Blaze (2.0)
Surround Edge	None	Long	360	0.8	1.0	Knock Back
Thunder Blade	Wind	Long	40	0.8	0.5	1–2 Hits, Poison (1.0), Bind (1.0), Break Parry

SMILODON ♂ (A)



LV	HP	STR	DEF	EVA	LCK
23	352	118	96	75	58
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
Earth	B	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**
D	D	C	D	C

EXP	DAGOLS	DROPPED ITEMS
440	42	Herb Extract S (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	60	1.2	1.0	-
Cat Kick	None	Short	90	1.0	1.3	-

SKULLHEAD



LV	HP	STR	DEF	EVA	LCK
23	254	105	138	27	100
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
None	C	C	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**
A	A	D	D	C

EXP	DAGOLS	DROPPED ITEMS
440	160	Cooling Spray (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Fire	Fire	Mid	90	0.6	0.5	Blaze (1.5)
Charge	None	Short	60	1.0	1.3	Break Parry, Knock Back

SMILODON ♂ (B)



LV	HP	STR	DEF	EVA	LCK
25	402	118	96	75	58
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
Earth	B	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**
D	D	C	D	C

EXP	DAGOLS	DROPPED ITEMS
440	42	Smilodon Fang (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	60	1.2	1.0	-
Cat Kick	None	Short	90	1.0	1.3	-



SPECKLED BUG

LV	HP	STR	DEF	EVA	LCK
8	88	41	17	52	51

ELE	POI	PAR	BLD	BND	FRZ
Earth	A	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
57	6	Cure Drop (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Rolling Attack	None	Short	90	1.0	0.5	Poison (1.5)



TALL BEAST

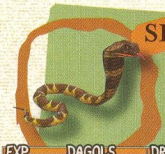
LV	HP	STR	DEF	EVA	LCK
11	608	67	29	2	99

ELE	POI	PAR	BLD	BND	FRZ
Earth	B	C	C	C	C

BLZ	CON	CUR	PET	DTH
C	C	C	C	C

EXP	DAGOLS	DROPPED ITEMS
230	87	Sage (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Right Claw Hook	None	Long	90	1.0	1.0	-
Left Claw Hook	None	Long	90	1.0	1.0	-
Double-Arm Swipe	None	Long	360	1.3	0.5	1–2 Hits, Knock Down



SPRAY SNAKE

LV	HP	STR	DEF	EVA	LCK
5	118	35	15	25	34

ELE	POI	PAR	BLD	BND	FRZ
None	A	D	A	D	D

BLZ	CON	CUR	PET	DTH
D	D	D	D	C

EXP	DAGOLS	DROPPED ITEMS
25	14	Eye Drops (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	90	1.2	0.5	Poison (1.0)
Tail Attack	None	Short	200	1.0	1.0	-
Spray Breath	None	Short	90	0.5	0.5	1–6 Hits, Blind (1.0)



THEROSAURUS

LV	HP	STR	DEF	EVA	LCK
39	1345	178	134	162	193

ELE	POI	PAR	BLD	BND	FRZ
None	C	C	C	A	C

BLZ	CON	CUR	PET	DTH
C	A	C	C	B

EXP	DAGOLS	DROPPED ITEMS
893	875	Bind Spear (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Stab-Thrust	None	Mid	40	1.0	0.5	1–2 Hits
Shockwave	None	Long	0	1.0	1.0	1–6 Hits, Knock Back
Ripple Laser	None	Long	60	0.8	0.5	1–2 Hits, Bind (1.0), Confuse (1.0)



SUBORDINATE MAGE A

LV	HP	STR	DEF	EVA	LCK
22	253	79	72	82	88

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	A	D	C

EXP	DAGOLS	DROPPED ITEMS
354	78	Holy Water (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Demon Spirit	None	Long	0	1.6	0.5	Curse (1.0), Knock Down



THUNDERWOLF

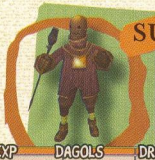
LV	HP	STR	DEF	EVA	LCK

ELE	POI	PAR	BLD	BND	FRZ

BLZ	CON	CUR	PET	DTH

EXP	DAGOLS	DROPPED ITEMS

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Lightning Bolt	Wind	Long	0	1.0	0.5	Paralyze (1.0)
Thunder Attack	Wind	Mid	60	1.0	1.0	Bind (0.9), Knock Back
Electric Breath	Wind	Mid	90	0.6	0.5	1–2 Hits, Bind (1.0)



SUBORDINATE MAGE B

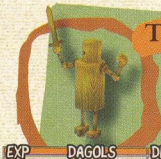
LV	HP	STR	DEF	EVA	LCK
32	472	113	111	109	129

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	D	A	D	C

EXP	DAGOLS	DROPPED ITEMS
860	178	Holy Water (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Demon Spirit	None	Long	0	1.6	0.5	Curse (1.0), Knock Down



TREEMAN

LV	HP	STR	DEF	EVA	LCK
1	130	30	0	30	30

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

BLZ	CON	CUR	PET	DTH
A	A	A	A	A

EXP	DAGOLS	DROPPED ITEMS
12	0	N/A

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Swing	None	Short	200	1.0	1.0	-

TRENT



LV	HP	STR	DEF	EVA	LCK
12	302	220	71	60	34
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
Earth	B	B	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	C	C	

EXP	DAGOLS	DROPPED ITEMS
117	65	Herb Extract (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Trent Slash	None	Mid	90	1.0	1.3	-
Earth Needle	Earth	Long	0	1.0	1.0	Ignore Parry, Launch
Knothole Reply	None	Mid	60	0.3	0.3	1~3 Hits
HP Heal	-	-	-	-	-	Recover 30% Max HP

WHIP TURTLE



LV	HP	STR	DEF	EVA	LCK
14	278	83	86	87	81
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
Water	D	D	D	D	B
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	D	C	

EXP	DAGOLS	DROPPED ITEMS
244	103	Invincibility Med (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Long	50	1.3	0.5	1~2 Hits
Mow Down Swing	None	Long	90	1.0	1.3	-

TSUCHINOKO



LV	HP	STR	DEF	EVA	LCK
11	777	77	77	77	77
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
Earth	B	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	D	C	

EXP	DAGOLS	DROPPED ITEMS
777	777	N/A

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	60	1.0	0.5	-
Sleep	-	-	-	-	-	-
Dumpling Drop	-	-	-	-	-	Drop Tsuchinoko Dumpling
Jump	-	-	-	-	-	Leave battle

WHIRLWIND



LV	HP	STR	DEF	EVA	LCK
56	1603	325	169	223	128
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
Wind	C	A	C	A	C
BLZ	**CON**	**CUR**	**PET**	**DTH**	
C	C	C	C	C	

EXP	DAGOLS	DROPPED ITEMS
4355	427	Cleansing Stone (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Bite	None	Short	60	1.0	0.5	Break Parry
Whirlwind Cut	Wind	Short	90	1.0	1.0	-
Wind Breath	Wind	Long	90	0.6	1.0	1~3 Hits, Knock Back

TUSKY MAMMOTH



LV	HP	STR	DEF	EVA	LCK
40	2500	172	54	65	99
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
Earth	B	D	D	C	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
C	D	D	B	B	

EXP	DAGOLS	DROPPED ITEMS
1755	1207	Life Berry (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Forefoot Trample	None	Long	120	1.3	0.5	Knock Down
Tusk Attack	None	Long	90	1.0	1.0	1~2 Hits
Beast Cry	None	Mid	360	1.0	1.0	1~5 Hits

WILLOW

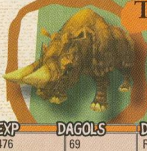


LV	HP	STR	DEF	EVA	LCK
29	380	88	47	63	86
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
Earth	A	A	C	C	C
BLZ	**CON**	**CUR**	**PET**	**DTH**	
C	C	C	B	C	

EXP	DAGOLS	DROPPED ITEMS
793	103	Mustard Powder (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Willow Slash	None	Mid	90	1.1	1.3	-
Earth Needle	Earth	Long	0	1.0	1.0	Launch
Knothole Reply	None	Mid	60	0.3	0.3	1~3 Hits
HP Heal	-	-	-	-	-	Recover 0.3 Max HP

TWIN HORN



LV	HP	STR	DEF	EVA	LCK
28	456	128	113	63	127
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
Earth	B	D	D	D	D
BLZ	**CON**	**CUR**	**PET**	**DTH**	
D	D	D	D	C	

EXP	DAGOLS	DROPPED ITEMS
476	69	Recovery Ball (3%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Horn Charge	None	Short	90	1.0	1.3	-
Horn Thrust	None	Short	60	1.2	1.0	Launch
Horn Sweep	None	Short	200	0.9	1.0	1~2 Hits

WIND CELL



LV	HP	STR	DEF	EVA	LCK
35	1000	220	0	240	0
ELE	**POI**	**PAR**	**BLD**	**BND**	**FRZ**
Wind	D	A	A	A	A
BLZ	**CON**	**CUR**	**PET**	**DTH**	
A	A	A	A	B	

EXP	DAGOLS	DROPPED ITEMS
2400	123	Gold Dragon Castle (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Barrier Tornado	Wind	Short	360	0.8	1.0	1~2 Hits, Knock Back
Wind Breath	Wind	Long	90	0.3	0.5	1~2 Hits



ZEROTONE

LV	HP	STR	DEF	EVA	LCK
27	438	55	22	278	199

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

BLZ	CON	CUR	PET	DTH
D	A	D	D	C

EXP	DAGOLS	DROPPED ITEMS
594	349	Mint Drop (5%)

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Tongue Attack	None	Long	30	1.0	0.5	1~2 Hits, Confuse (1.0), Knock Down
Tail Attack	None	Long	90	1.2	1.0	-
Fade	-	-	-	-	-	Become transparent

KICK DUELS

There are some characters that Jack only faces in combat by kicking them into a duel. None of these battles is required by any means, but they can be a good way to raise a little extra experience and Dagols.



AEGENHART

LV	HP	STR	DEF	EVA	LCK
6	349	51	56	21	19

ELE	POI	PAR	BLD	BND	FRZ
Earth	B	D	D	D	D

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Earth Defense	★	D	D	D	D	A

EXP	DAGOLS	DROPPED ITEMS
61	36	Herb Extract

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Spin Attack	None	Short	360	0.7	1.3	1~2 Hits, Knock Back
Spade Stab	None	Short	40	1.0	0.5	-



ALBERT

LV	HP	STR	DEF	EVA	LCK
16	379	85	90	42	37

ELE	POI	PAR	BLD	BND	FRZ
Earth	B	D	D	D	D

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Earth Defense	★	D	D	D	D	A

EXP	DAGOLS	DROPPED ITEMS
350	35	Herb Extract

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Hammer Blow	Earth	Short	40	1.1	0.5	-
Earth Beat	Earth	Short	0	1.0	1.0	Knock Back
Beard Stroke	-	-	-	-	-	-



BROOD

LV	HP	STR	DEF	EVA	LCK
3	977	48	30	23	31

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Prevent Paralyze	★	D	D	D	D	D

EXP	DAGOLS	DROPPED ITEMS
19	20	Cure Needle

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Para-Chemical Throw	None	Long	0	0.5	0.5	Paralyze (3.0)
Poison Chemical Throw	None	Long	0	0.5	0.5	Poison (3.0)



BROCKLE

LV	HP	STR	DEF	EVA	LCK
20	929	107	110	52	31

ELE	POI	PAR	BLD	BND	FRZ
Earth	B	D	D	D	D

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Strength Plus	★★	D	D	D	D	A

EXP	DAGOLS	DROPPED ITEMS
528	2	Herb Extract

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Hammer Blow	Earth	Short	40	1.1	0.5	-
Earth Beat	Earth	Short	0	1.0	1.0	Knock Back
Beard Stroke	-	-	-	-	-	-



GEHRMANN

LV	HP	STR	DEF	EVA	LCK
15	641	83	87	36	31

ELE	POI	PAR	BLD	BND	FRZ
Earth	B	D	D	D	D

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Earth Defense	★	D	D	D	D	A

EXP	DAGOLS	DROPPED ITEMS
311	32	Herb Extract

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Hammer Blow	Earth	Short	40	1.1	0.5	-
Earth Beat	Earth	Short	0	1.0	1.0	Knock Back
Beard Stroke	-	-	-	-	-	-



CROSS

LV	HP	STR	DEF	EVA	LCK
35	985	188	164	134	166

ELE	POI	PAR	BLD	BND	FRZ
None	C	A	A	A	A

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Fighting Spirit	★★★	A	A	A	A	A

EXP	DAGOLS	DROPPED ITEMS
800	508	Herb Extract DX, Strength Berry

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Slant Slash	Water	Mid	90	0.8	1.0	Freeze (1.0), Break Parry
Heavenless Kill	Water	Mid	200	1.0	1.0	Freeze (1.3), Break Parry
Heaven & Earth Ream	Water	Mid	40	0.9	0.6	Hit 1 of 2, Freeze (1.0), Launch
Heaven & Earth Ream	Water	Mid	40	1.1	0.5	Hit 2 of 2, Freeze (1.0)
Cross Kill	Water	Mid	120	0.8	0.0	Hit 1 of 2, Freeze (1.5)
Cross Kill	Water	Mid	40	1.0	1.0	Hit 2 of 2, Freeze (2.0)
Celestial Line	None	-	-	0.5	1.0	Volty Blast, Knock Back

Cross is the only character in the game whose "kick duel" stats are different from any other encounter you might have with him, hence his inclusion in this list.



GONOVITCH

LV	HP	STR	DEF	EVA	LCK
40	1898	198	174	132	287

ELE	POI	PAR	BLD	BND	FRZ
Earth	B	B	B	B	B

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Iron Link	★★★	B	B	B	B	A

EXP	DAGOLS	DROPPED ITEMS
1950	877	Moon Stone Chip, Defense Berry

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Hammer Blow	None	Short	40	1.1	0.5	-
Wide Swing	None	Short	200	0.7	1.0	-
Gallon Shot	None	-	-	0.4	0.0	Volty Blast, Down-Hit



JUNZABURO

LV	HP	STR	DEF	EVA	LCK
9	204	65	84	36	62

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Prevent Confuse	★★	D	D	D	D	D

EXP	DAGOLS	DROPPED ITEMS
124	255	Herb Extract

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Strategic Chop	None	Short	120	1.2	0.5	-
Strategic Strike	None	Short	40	1.0	0.5	-
Hold It!	None	Short	120	0.0	0.0	Bind (2.0)



DONOVITCH

LV	HP	STR	DEF	EVA	LCK
22	1170	106	110	52	100

ELE	POI	PAR	BLD	BND	FRZ
Earth	B	C	C	C	C

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Luck Plus	★★	C	C	C	C	A

EXP	DAGOLS	DROPPED ITEMS
630	198	Herb Extract

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Hammer Blow	Earth	Short	40	1.1	0.5	-
Earth Beat	Earth	Short	0	1.0	1.0	Knock Back
Beard Stroke	-	-	-	-	-	-



LOUIS

LV	HP	STR	DEF	EVA	LCK
2	88	40	43	18	22

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Prevent Steal	★★	D	D	D	D	D

EXP	DAGOLS	DROPPED ITEMS
13	204	N/A

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Staff Strike	None	Mid	40	0.8	1.0	-
Staff Stab	None	Mid	40	1.0	0.5	-
Bomb Throw	None	Long	0	1.0	1.0	Blaze (1.0)



LUNBAR

LV	HP	STR	DEF	EVA	LCK
5	178	51	49	16	25

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Prevent Blind	★	C	D	D	D	D

EXP	DAGOLS	DROPPED ITEMS
44	235	Herb Extract

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Lumberjack Slice	None	Short	90	0.8	0.5	-
Downward Slice	None	Short	40	1.0	0.5	-
Low Sweep	None	Short	200	1.0	0.5	-



REYNOS

LV	HP	STR	DEF	EVA	LCK
6	164	48	42	34	35

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Prevent Curse	★	D	D	D	D	D

EXP	DAGOLS	DROPPED ITEMS
61	268	Magma Powder

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Revolution Slice	None	Mid	360	1.0	1.3	-
Trip-Up	None	Mid	200	1.2	0.5	Down-Hit



MARKE

LV	HP	STR	DEF	EVA	LCK
13	619	75	83	40	51

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Prevent Steal	★	D	D	D	D	D

EXP	DAGOLS	DROPPED ITEMS
240	29	Herb Extract

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Spin Attack	None	Short	360	0.7	1.3	1~2 Hits, Knock Back
Spade Stab	None	Short	40	1.0	0.5	-



SAKURAZAKI

LV	HP	STR	DEF	EVA	LCK
14	300	80	100	50	60

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Prevent Confuse	★★★	D	D	D	D	D

EXP	DAGOLS	DROPPED ITEMS
274	208	Flexibility Lotion

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Strategic Chop	None	Short	120	1.2	0.5	-
Strategic Strike	None	Short	40	1.0	0.5	-
Hold It!	None	Short	120	0.0	0.0	Bind (2.0)



NOGUEIRA

LV	HP	STR	DEF	EVA	LCK
46	2317	215	158	133	54

ELE	POI	PAR	BLD	BND	FRZ
None	A	A	A	A	A

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Absorb HP	★★★	A	A	A	A	A

EXP	DAGOLS	DROPPED ITEMS
2550	214	Moon Stone

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Inferno	Fire	Long	90	0.8	0.5	1~4 Hits, Blaze (1.0)
Wave Thunder	Wind	Long	0	1.5	1.3	1~5 Hits, Bind (1.0)
Magma Gush	Fire	Long	0	1.0	1.0	Blaze (1.0), Ignore Parry, Launch
Thunder Ball	Wind	Long	0	400%	0.5	1~5 Hits, Bind (1.0)



SERGEI

LV	HP	STR	DEF	EVA	LCK
12	398	70	82	25	20

ELE	POI	PAR	BLD	BND	FRZ
Earth	B	D	D	D	D

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Prevent Paralyze	★	D	D	D	D	D

EXP	DAGOLS	DROPPED ITEMS
208	51	Herb Extract

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Spin Attack	None	Short	360	0.7	1.3	1~2, Knock Back
Spade Stab	None	Short	40	1.0	0.5	-



OLEG

LV	HP	STR	DEF	EVA	LCK
5	350	41	59	36	40

ELE	POI	PAR	BLD	BND	FRZ
Earth	B	D	D	D	D

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Prevent Confuse	★	D	D	D	D	A

EXP	DAGOLS	DROPPED ITEMS
44	61	Herb Extract

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Hammer Blow	Earth	Short	40	1.1	0.5	-
Earth Beat	Earth	Short	0	1.0	1.0	Knock Back
Beard Stroke	-	-	-	-	-	-



STEIN

LV	HP	STR	DEF	EVA	LCK
3	620	40	28	10	17

ELE	POI	PAR	BLD	BND	FRZ
Earth	B	D	D	D	D

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Fierce Defense	★	D	D	D	D	A

EXP	DAGOLS	DROPPED ITEMS
19	166	Herb Extract

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Hammer Blow	Earth	Short	40	1.1	0.5	-
Earth Beat	Earth	Short	0	1.0	1.0	Knock Back
Beard Stroke	-	-	-	-	-	-



VLADIMIR

LV	HP	STR	DEF	EVA	LCK
10	371	70	73	35	38

ELE	POI	PAR	BLD	BND	FRZ
Earth	B	D	D	D	D

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Prevent Confuse	★	D	D	D	D	A

EXP	DAGOLS	DROPPED ITEMS
150	33	Herb Extract

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Hammer Blow	Earth	Short	40	1.1	0.5	-
Earth Beat	Earth	Short	0	1.0	1.0	Knock Back
Beard Stroke	-	-	-	-	-	-



YERGENI

LV	HP	STR	DEF	EVA	LCK
4	331	44	50	29	29

ELE	POI	PAR	BLD	BND	FRZ
Earth	B	D	D	D	D

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Prevent Paralyze	★	D	D	D	D	A

EXP	DAGOLS	DROPPED ITEMS
30	30	Cure Drop

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Hammer Blow	Earth	Short	40	1.1	0.5	
Earth Beat	Earth	Short	0	1.0	1.0	Knock Back
Beard Stroke	-	-	-	-	-	-



WARC

LV	HP	STR	DEF	EVA	LCK
5	150	50	68	22	30

ELE	POI	PAR	BLD	BND	FRZ
None	D	D	D	D	D

SDeath	SDeath LEV	BLZ	CON	CUR	PET	DTH
Prevent Freeze	★	D	D	D	D	D

EXP	DAGOLS	DROPPED ITEMS
44	158	Bell Amulet

MOVES	ELEM	RANGE	ARC	POWER	PARRY	EFFECT
Knife Stab	None	Short	40	0.8	0.5	
Neck Slice	Fire	Mid	90	1.2	1.0	-
Knife Juggle	-	-	-	-	-	-

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